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A 5TH-LEVEL ADVENTURE

EBERRON®

EYES OF THE LICH QUEEN™

STEPHEN SCHUBERT

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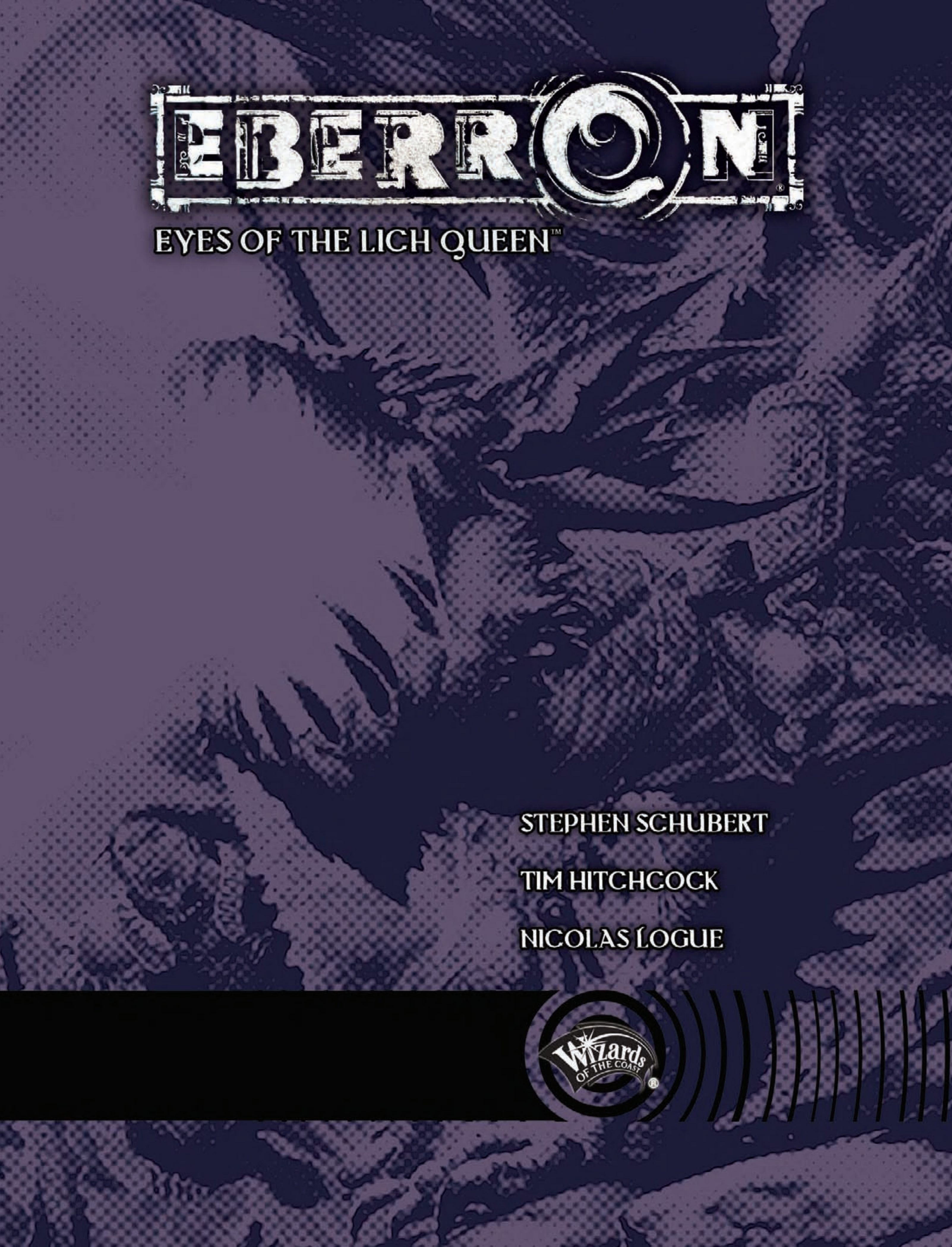

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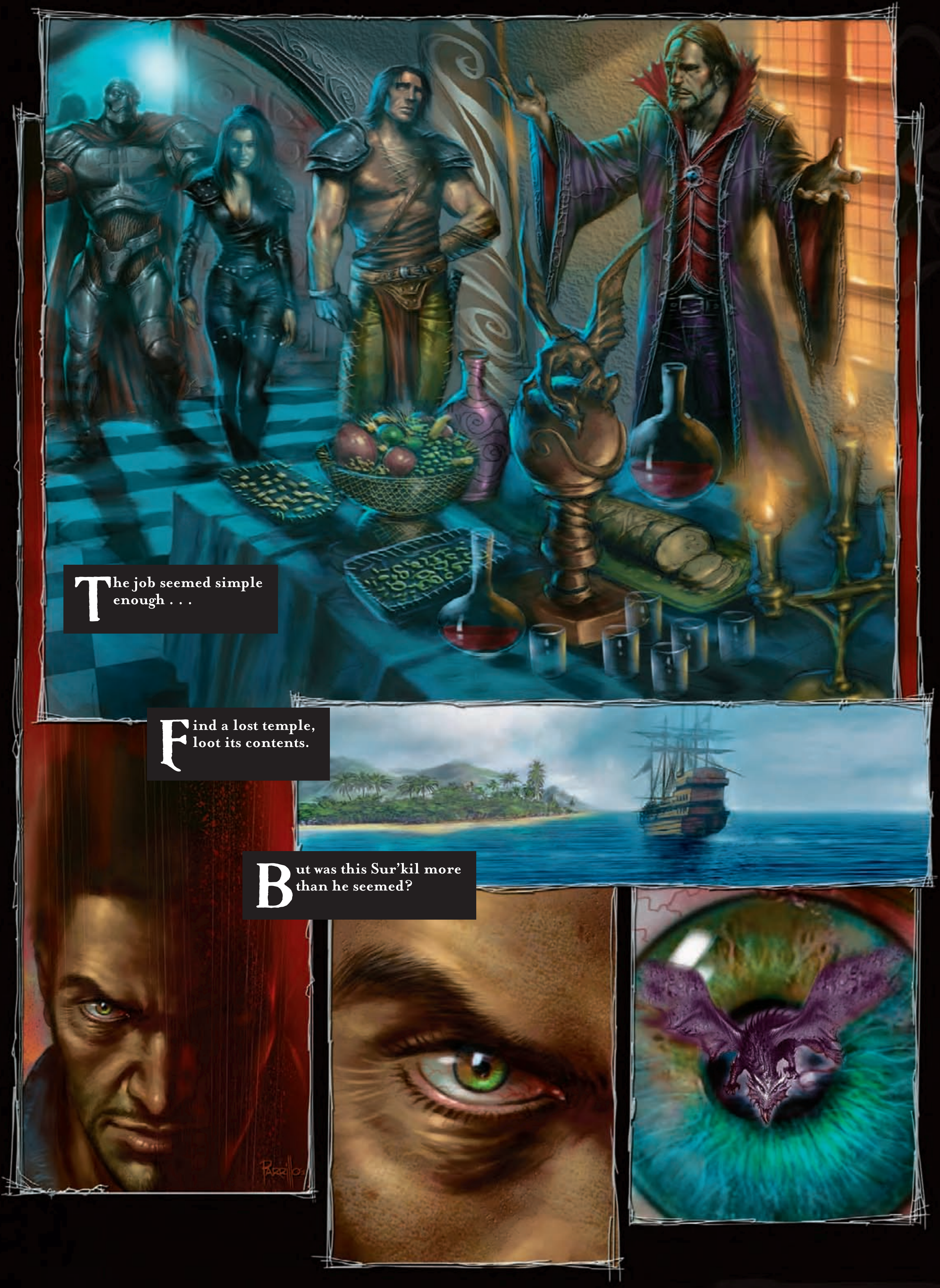

The job seemed simple enough . . .
Find a lost temple, loot its contents.
But was this Sur'kil more than he seemed?

INTRODUCTION

As the silver dragon concentrated, he felt his consciousness slip across thousands of miles, his mind's eye visualizing the great columned chamber so far away in his homeland of Argonnessen.

"Sur'kil, what is it you have learned?" The words that greeted him were cordially spoken, though there was a hint of impatience in the rumbling undertones of the draconic speaker. Sur'kil glanced around the chamber mentally, acknowledging the massive gold dragon and the smaller white and blue that flanked him.

Sur'kil addressed the gold. "The prophecy and my research point to the reality of Aridarastrixsauriv, my liege. As we feared, the Dragon's Eye appears to be more than mere legend. Now, my studies have indicated the most likely spot where it might be found . . ."

The details of Sur'kil's explanation appeared to be largely lost on his compatriots, with only the blue seeming to show interest. So it was with some surprise that the silver dragon found himself given permission to send a group to attempt to confirm the location of the Dragon's Eye, and to retrieve it if possible. Returned to Argonnessen, it would be kept well guarded from the enemies of dragonkind.

Once the conference had ended, Sur'kil considered his options. Knowing that his direct involvement would draw far too much attention, he would need to seek the assistance of a group of relative unknowns—and he knew just where to look. . . .

Agents of the Chamber believe they have uncovered a terrible secret: the location of the *Dragon's Eye*, an ancient artifact from the Age of Demons. The draconic Prophecy hints that the power of the *Dragon's Eye* might allow its wielder to gain total domination over all dragonkind. The dragons are determined to find the *Dragon's Eye* before it can be used against them. However, one of the Chamber works to betray his comrades in the name of the ancient lich Vol, Queen of the Dead. Vol sees the *Dragon's Eye* as a means to finally avenge her long-dead house, bringing destruction and ruin to the elves, dragons, and dragonmarked responsible for her fall. The characters are caught up in this web of intrigue, facing down the curse of the *Dragon's Eye* even as they try to escape the wrath of the lich queen.

Eyes of the Lich Queen is designed for a party of four characters who begin the adventure at 5th level. They should gain sufficient experience during the course of the adventure to reach 9th level before the final battle.

PREPARATION

A Dungeon Master needs the *Player's Handbook (PH), Dungeon Master's Guide (DMG), Monster Manual (MM),* and *EBERRON Campaign Setting (ECS)* to run this adventure. Players need only the *Player's Handbook*, though players and DMs would also benefit from having *Player's Guide to Eberron*. Several of the creatures in this adventure appear in other sources, such as *Monster Manual III* and *Monster Manual IV*, but each is fully described in the statistics block for the associated encounter.

ADVENTURE BACKGROUND

This adventure turns around two rival groups seeking an artifact of great power. One faction wants to safeguard the artifact so that it cannot be used against them; the other wants to harness its power to wreak death and vengeance upon the world. Here is some relevant information about the characters and events that make up this adventure.

The Lich Queen Vol: Some twenty-six hundred years ago, the elven House Vol was wiped out in Aerenal by the efforts of elf and dragon alike, in response to that house's attempt to mix those two racial lines. The half-dragon Erandis d'Vol was the only survivor of her line, protected by the powers of the Mark of Death and emerging from the conflict as a lich. Lady Vol, calling herself the Queen of the Dead, fled Aerenal for the northern islands of the Lhazaar Principalities, where even today she plots and schemes her revenge.

Over the centuries, Vol has placed her agents throughout the nations of Khorvaire, the elf lands, and even among the dragons of Argonnessen. In many cases (as with the rank-and-file members of the Order of the Emerald Claw), these agents do not realize the true nature of their missions or their master.

The Chamber: Since the appearance of the mystical dragonmarks among the humanoids of Eberron, the dragons of Argonnessen have been forced to watch the ancient draconic Prophecy unfold through the lesser races. Some dragons feel that a more active role is required in helping the Prophecy come to pass, and they use their innate abilities of disguise to directly observe and interact with the dragonmarked of Eberron. This loosely organized group of dragons is called the Chamber.

The Dragon's Eye: Sur'kil, a silver dragon and Chamber agent, has spent decades studying the dragonmarked races. He is considered the Chamber's foremost expert on aberrant dragonmarks. His recent studies have led to a startling discovery, with his interpretation of the Prophecy indicating that a demonic artifact called *Aridarastrixsauriv*—the *Dragon's Eye*—is more than legend.

The *Dragon's Eye* is said to have been created during the Age of Demons by fiends seeking to gain dominion over dragonkind. Unknown to the dragons of the present day, however, draconic agents managed to secretly steal the device's power source during the Age of Fiends, trapping its creators beneath the ancient city of Haka'torvhak before their weapon could be rebuilt. Sur'kil's research indicates only that the *Dragon's Eye* remains complete enough to be a threat to dragonkind, and that it lies within dangerously easy reach in the jungles of Q'barra.

The Betrayal: Sur'kil believes that the *Dragon's Eye* must be recovered and relocated to a safe location in Argonnessen. The silver dragon has determined the most likely location of the *Dragon's Eye*, but in the course of his research, he has also uncovered cryptic clues that draconic agents stole the device's power source and secretly hid it in an ancient draconic observatory known as the Orrery of Vortuum. Sur'kil was meticulous in his secrecy regarding the whereabouts of the *Dragon's Eye*, discussing his work with only a select few dragons of the Chamber. However, one of those Chamber members is in league with Vol the lich queen.

Jheamast: Jheamast was the last living being to have encountered the *Altar of the Dragon's Eye*. When the quori began their conquest of Sarlona some fifteen hundred years ago, thousands of refugees left for Khorvaire. Jheamast, a noted explorer, was among them, but his goal on Khorvaire was to seek a weapon that might be used to defeat the quori.

Jheamast was a member of a select group of psionic warriors who understood the true nature of the Inspired and their quori masters, and who were able to trap quori spirits within their own minds. (Their knowledge eventually gave rise to the quori mindhunters, a prestige class introduced in *Magic of Eberron*.) Jheamast died before he could return to Sarlona, and he was entombed on the haunted isle of Trebaz Sinara in the Lhazaar Principalities. The Sarlonan explorer's lost tomb figures prominently in Parts 2 and 3 of this adventure.

The Situation: With the help of a little-known group of adventurers, Sur'kil hopes to obtain the *Dragon's Eye* before it can fall into the wrong hands. However, Vol has been alerted to the existence of the artifact and Sur'kil's plans, and she has informed her Emerald Claw and Blood of Vol agents in Q'barra to be on the lookout for an expedition seeking to recover the *Eye.* Vol is intent on obtaining the artifact and gaining her revenge.

ADVENTURE OUTLINE

Eyes of the Lich Queen places the player characters squarely in the path of the unfolding Prophecy. Though they initially seek for the *Dragon's Eye* themselves, they are unable to discover it at the site of its rumored resting place. The adventure follows the PCs as they attempt to locate the *Dragon's Eye* but are beset by foes who believe the party to have already uncovered it.

The adventure takes place in four primary parts. Two sections focus on dungeon adventures, each detailing a location the characters must explore. Those two dungeons serve to bookend a series of event-based encounters. The final section blends the two adventure styles as the PCs advance toward a climactic confrontation with the lich queen's draconic servant and the power of the *Dragon's Eye*.

PART 1: THE TEMPLE OF KHA'SHAZUL

The adventure opens in the jungles of Q'barra. Hired by Sur'kil, the PCs make their way to an ancient draconic temple and the promise of a treasure hoard waiting to be discovered there. A pair of very young black dragons inhabits the temple, claiming offerings from the lizardfolk tribes of the region in the name of the fiendish dragon Rhashaak. A small force of blackscale lizardfolk and a tribe of poison dusk lizardfolk assist the dragons.

Characters must work their way past the lizardfolk inhabitants of the temple and eventually discover the dragons' lair. However, the true treasure lies farther below the temple. A secret passage leads to a gauntlet of perilous, trap-filled rooms, and finally to a rune-inscribed chamber housing a pair of ancient draconic relics. The PCs must overcome the traps and the final chamber's mummified half-dragon guardian to claim the relics and return them to Sur'kil.

However, as the PCs return to Adderport, they are set upon by a force of Emerald Claw soldiers demanding the surrender of something called the *Dragon's Eye*—a name the PCs have never heard before. In the aftermath, the characters discover that they have manifested strange, unfamiliar dragonmarks, or that their existing dragonmarks have changed in subtle ways.

When the PCs report to Sur'kil, their new or changed dragonmarks put him in mind of tales of an ancient Sarlonan explorer named Jheamast whose party underwent a similar transformation. His further research indicates that Jheamast was looking for a weapon to use against a powerful enemy, leading the PCs to suspect that he must have obtained the *Dragon's Eye* centuries before. Dark lore hints that Jheamast's compatriots were killed by the powers of their mysterious dragonmarks. At Sur'kil's request—and in the interest of their own survival—the characters must track down Jheamast's final resting place.

PART 2: FINDING THE PATH

In the course of uncovering the location of Jheamast's tomb, a series of quests sends the characters on a tour of the Lhazaar Principalities. Their first stop is a library holding the journal of Eliam ir'Veldras, an explorer who located but could not enter the tomb. However, they find the library under attack by agents of Vol, who has organized her own force to track down the *Dragon's Eye*.

While reading the journal, the PCs discover that essential pages were torn from it by one of Eliam's companions, a gnome artificer named Thraxis. However, though the missing pages were reportedly copied by tattoo onto Thraxis's own flesh, the artificer was recently taken in a pirate raid and sold to a secret dragonshard mining operation beneath the impenetrable prison of Dreadhold. The PCs must sneak in, find the tattooed thief, and escape from the prison.

Finally, the party must obtain a map of the mysterious island of Trebaz Sinara—a map that hangs aboard Prince

Ryger ir'Wynarn's flagship, *Dragoneye*. Characters must either win the favor of the Lhazaarite high prince or sneak aboard his ship to steal the map.

Meanwhile, Vol redoubles her efforts to find the *Dragon's Eye*, and the PCs must contend with her minions as they carry out their search.

PART 3: THE HAUNTED ISLE

Once the PCs have discovered the location of Jheamast's tomb and the means to open it, they set off for the dangerous island of Trebaz Sinara. After overcoming some of the fearsome monsters that stalk the haunted isle, the party finds the lost explorer's resting place.

Jheamast's tomb is guarded by undead creatures, constructs, and traps, all of which the party must overcome before finally finding the explorer's sarcophagus. However, a tsucora quori spirit, once trapped within Jheamast's living mind, remains tied to the Sarlonan's body in death. The quori has kept Jheamast's own soul from moving on, even as the creature has been driven to murderous madness by centuries of imprisonment. The PCs must defeat the quori, which can manifest within the tomb.

PART 4: THE ORRERY OF VORTUUM

The last stage of the adventure follows the characters to Argonnessen. Sur'kil has been kidnapped by Khurystas, Vol's draconic ally, and the PCs seek to rescue their employer even as they overcome the curse of the *Dragon's Eye*. The blue dragon has ensconced himself within the Orrery of Vortuum overlooking the great Fang Crater. There, he has stirred up the Bringers of Fire, a barbarian tribe that worships an evil red dragon, to protect the observatory from attack. After aiding the White Wanderers (another barbarian tribe of the region), the PCs use a diversion created by an assault on the Bringers of Fire to make their way to the observatory. As battle rages around the crater, the characters enter the orrery and fight their way past Khurystas's servants.

The final confrontation pits the party against the blue dragon, with the characters aided by the latent power of the *Dragon's Eye*. However, the *Dragon's Eye* is unpredictable. Against the prophetic backdrop of a lunar conjunction, the artifact destroys itself as its power is redirected into the form of a deadly dragonspawn.

CHARACTER HOOKS

The adventure assumes that the PCs are approached and hired by the silver dragon Sur'kil, and that they will unknowingly work for the Chamber at his direction. Negotiations with Sur'kil are presented at the beginning of Part 1, but the dragon can also work in more subtle ways.

Treasure Map: Early in the adventure (or as a setup in a previous adventure), the PCs can find a map to the Temple of Kha'shazul. When translated, Draconic runes on the map describe a dragon's treasure hoard but also hint at even greater wealth hidden beneath the temple. The map is not a chance find, however, but was placed in the party's path by Sur'kil. The silver dragon can then approach the PCs at the end of Part 1, after they have returned to Adderport.

Fighting the Lich Queen: If the PCs are already active foes of the Emerald Claw or the Blood of Vol, the adventure can begin as a race to the Temple of Kha'shazul. The party encounters a contingent of Emerald Claw soldiers in Q'barra, its leader bearing a note containing directions to the temple and orders to locate a relic within called the *Dragon's Eye*. The note also indicates that reinforcements will be sent if biweekly communication is not maintained.

RUNNING THE ADVENTURE

Eyes of the Lich Queen is a wide-ranging and complex adventure. As such, it is designed with special considerations for play.

Location, Location, Location

In the course of this adventure, the PCs will travel from the jungles of Q'barra to the northern islands of the Lhazaar Principalities, then across the ocean to Argonnessen, the land of dragons. This journey extends over 5,000 miles, but the focus of the adventure is on the characters' destinations and the action that occurs there. Though some encounters take place during the journey, most travel time should pass quickly.

Because the game is more fun when players feel their characters' actions are moving the plot forward, give players a succinct summary of the journey rather than asking them to roleplay day after day of rolling for wandering monsters. Give the PCs a sense of the incredible distances they are crossing, but do not bog them down in the details.

Equipment on the Go

The treasure detailed within the encounters should be sufficient to provide the PCs with appropriate gear for their level. The characters will have ample opportunity to purchase or create minor magic items, with reasonable downtime built into the end of each section of the adventure, and even during much of Part 2.

Artificers and other characters with item creation feats should be allowed to purchase supplies for creating minor magic items in any large settlement, so that the travel time between adventure locations can be used for building or customizing those items.

You should also feel free to adapt the treasure noted in the adventure to accommodate the needs and wants of the PCs. For example, if a treasure hoard or foe's spoils includes a magic longsword, feel free to change it to a halberd to reward a cleric of Dol Arrah, or a rapier for a rogue or swashbuckler.

Adventure Pacing

Eyes of the Lich Queen combines location-based adventures (Parts 1 and 3) with event-based encounters, and much of the adventure focuses directly on the action. Although the PCs' enemies are searching for the same treasure they are, Vol's forces have no fixed timeline to find what they are looking for. Instead, the action follows the PCs (or waits for them to arrive).

However, if the PCs find themselves at a dead end, or if the action is flagging, arrange to have the next stage of the adventure come to the characters. Once the PCs have emerged from the Temple of Kha'shazul in Part 1, they will have become inexorably caught up in the machinations of Vol. It is inevitable that one or more of the lich queen's agents will eventually track down the PCs, and the more times the party overcomes such a challenge, the more formidable the next encounter will be. Use these encounters to give the PCs additional clues or motivation to lead them to the next location or event.

THE TACTICAL ENCOUNTER FORMAT

Some encounters are unlikely to end in combat and use traditional narrative text. For those in which combat is expected, the entry points to an associated tactical encounter; these encounters are collected at the end of each part. A new tactical encounter format puts all the necessary information at your fingertips.

Each tactical encounter includes a map of the room or area in which the encounter takes place. The information includes creature statistics blocks and tactics, initial positions of combatants, the locations of traps or other hazards, and other details important to the encounter. Readaloud passages allow you to set the scene as the encounter begins and at key points during its progress.

The encounters in this adventure are designed for use with DUNGEONS & DRAGONS® miniatures, which make the interactions of combatants easier to visualize.

Tactical Encounter Maps

All maps are scaled in 5-foot squares for the sake of regulating movement on the battle grid. As described on page 59 of the *Dungeon Master's Guide,* if a map feature covers more than half of a given square, the feature is considered to extend into that square. For example, if an area of light undergrowth skirts the edges of a square, but the rest of the square is clear, then entering that square entails no extra movement cost. If the undergrowth extends past the center of the square, the square costs 2 squares to move into.

Diagonal walls on the tactical maps are positioned so they cut through the sides of squares edges instead of running from corner to corner. As a result, it's easy to tell on which side of a wall a character can stand in a given square, since every square that a diagonal wall passes through has one area that is largely clear and another tiny corner that is impassable.

THE ALTAR OF THE DRAGON'S EYE

In the first part of this adventure, the PCs discover a magical location tied to the draconic Prophecy: the *Altar of the Dragon's Eye*.

As the dragons began to rise against the fiends during the Age of Demons, one rakshasa rajah attempted to find a way to subjugate them. The rajah created an altar through which draconic power could be siphoned into fiendish agents, granting them power by which the dragons could be controlled. A force of dragons infiltrated the chamber of the altar before it could be completed, casting down the fiend lord and removing the artifact's power source to a secure hiding place in Argonnessen. However, fearing that any knowledge of the power source's whereabouts presented a risk of the *Dragon's Eye* being reconstructed one day, they kept their mission a secret even from their own kind.

The power of the *Altar of the Dragon's Eye* resonates with living creatures, and characters who encounter the altar absorb some of its mystical energy. Characters with a true or aberrant dragonmark see the power of those marks increase. Creatures without dragonmarks develop either a true dragonmark or an aberrant dragonmark—even creatures not of a dragonmarked race. It is through these new or augmented marks that the altar's power is released.

Description: The *Altar of the Dragon's Eye* is a cavern bisected by a magma-filled chasm. A pair of bridges once spanned the chasm, though one has fallen and the other has begun to crumble. The walls, ceiling, and floor of the cavern are covered with glyphs and symbols resembling dragonmarks. A single sarcophagus stands just beyond the bridges, the resting place of the chamber's mummified half-dragon guardian. A basalt altar lies near the sarcophagus, with a circular depression in which the power source once rested.

Location Activation: The *Altar of the Dragon's Eye* is sensitive to the deepest emotions of living creatures. It begins to activate if living creatures within the cavern exhibit strong will or passion (such as during combat). Once activated, the altar affects all living creatures within the cavern, as well as any that enter during the next hour.

Recharge: Once the *Altar of the Dragon's Eye* has conferred its power to all living creatures within the cavern during the activation period, it becomes inert until each of those creatures has died.

Special Ability (Ex/Sp): The power and manifestation of the *Altar of the Dragon's Eye* is similar to that of a dragonmark, and the altar will augment existing dragonmarks or bestow marks upon creatures that do not have them. The granted ability depends on the nature of the affected living creature.

A creature that currently bears a true dragonmark gains one additional daily use of a least dragonmark spell-like ability. A creature that currently bears an aberrant dragonmark gains one additional daily use of a base aberrant dragonmark ability. (Though no PC with a Siberys dragonmark should be taking part in this adventure, such a character would gain another use of a Siberys dragonmark ability.)

A creature of a dragonmarked race that does not bear a dragonmark gains the Aberrant Dragonmark feat (*ECS* 47) or the Least Dragonmark feat (*ECS* 56) as a bonus feat. Let the player choose which type of dragonmark his or her character will gain.

A creature that is not a member of a dragonmarked race (for example, a shifter or warforged) gains the Aberrant Dragonmark feat as a bonus feat, even though he does not meet the prerequisite. However, rather than choosing one of the standard aberrant dragonmark abilities, he gains the use of *resist energy* once per day as a spell-like ability, with a caster level equal to one-half his character level. This allows the character to take other feats that have Aberrant Dragonmark as a prerequisite, prevents the character from taking levels in the heir of Siberys prestige class, and so on.

Characters who already have dragonmarks or aberrant dragonmarks will notice small changes develop within their marks. Other characters grow new dragonmarks on their shoulders, chest, or back. However, a character who develops a true dragonmark will note subtle differences of color or shape between it and the standard version of that mark. An aberrant dragonmark has a wider range of colors than a true dragonmark, from oily black to blood red and vivid green. True dragonmarks are always etched in shades of blue, green, and purple.

The magic of these new and augmented dragonmarks is drawn from the power of the *Altar of the Dragon's Eye.* Unlike typical dragonmarks (true or aberrant), these marks are not passed through bloodlines and have no connection to the dragonmarked houses.

The *Dragonmarked* supplement presents new and expanded rules for the use of aberrant dragonmarks, including the Lesser Aberrant Dragonmark and Greater Aberrant Dragonmark feats. Characters not of a dragonmarked race who obtain an aberrant dragonmark from the *Altar of the Dragon's Eye* can make use of these feats and new rules. See page 155 of *Dragonmarked* for more information on aberrant marks.

NEW FEATS

Characters who have true or aberrant dragonmarks (including those of nondragonmarked races exposed to the power of the *Altar of the Dragon's Eye*) qualify for the following new feats. Additional feats that might interest such PCs appear in *Player's Guide to Eberron* and *Dragonmarked.*

DRAGONMARK LUCK

You can draw upon the power of your dragonmark to increase your chance of success.

Prerequisite: Least Dragonmark or Aberrant Dragonmark.

Benefit: Once per day as an immediate action, you can sacrifice a daily use of the spell-like ability granted by your least dragonmark or aberrant dragonmark to gain 1 temporary action point. This temporary action point disappears after 1 round.

DRAGON WARD

Your dragonmark gives you protection against dragons and their kin.

Prerequisite: Least Dragonmark or Aberrant Dragonmark, special ability granted by the *Altar of the Dragon's Eye.*

Benefit: As a swift action, you can sacrifice a daily use of the spell-like ability granted by your least dragonmark or aberrant dragonmark to gain a +4 bonus to Armor Class against dragons, and a +4 bonus on Reflex saves against the attacks, spells, and special abilities of dragons. This bonus lasts for a number of rounds equal to one-half your character level.

NEW MAGIC ITEMS

UNDEAD SERVANT GEMSTONE

Price (Item Level): 900 gp (4th)
Body Slot: —
Caster Level: 6th
Aura: Moderate; (DC 18) necromancy
Activation: Standard
Weight: —

This black onyx gemstone seems to absorb light, rather than reflect it.

An *undead servant gemstone* can be used to animate a single dead creature as a zombie or skeleton, as if by the use of the *animate dead* spell. The creature remains animated for up to 2 minutes. Once used, the gem is destroyed.

Prerequisites: Craft Wondrous Item, *animate dead.*

Cost to Create: 450 gp, 36 XP, 1 day.

SENDING STONE

Price (Item Level): 500 gp (3rd)
Body Slot: —
Caster Level: 7th
Aura: Moderate; (DC 19) evocation
Activation: Standard
Weight: —

This small stone is carved to resemble a conch shell.

These items are created by House Sivis and sold through Sivis message stations. Each *sending stone* allows a user to send and receive a short message of twenty-five words or less to any creature with which he is familiar, as the *sending* spell. Once used, the stone becomes inert.

Prerequisites: Craft Wondrous Item, *sending.*

Cost to Create: 250 gp, 10 XP, 1 day.

TELEPORT STONE

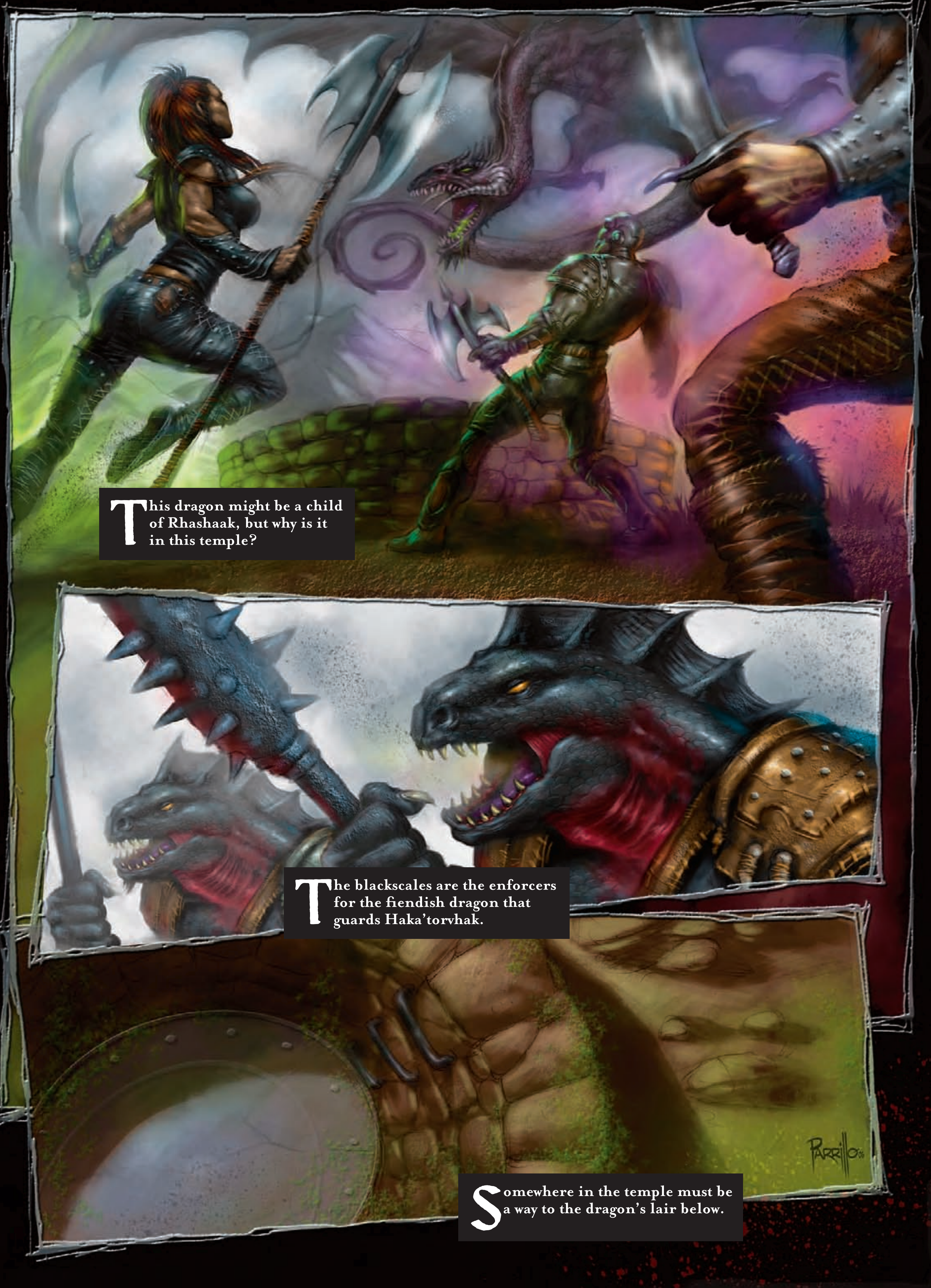
Price (Item Level): 2,250 gp (6th)
Body Slot: —
Caster Level: 6th
Aura: Moderate; (DC 18) conjuration
Activation: Standard
Weight: 1 lb.

Light shifts and bends through this fist-sized prism, which seems to hold an image of a location within it.

A *teleport stone* transports its user and up to 50 pounds of additional weight to a location to which it is attuned, as long as that distance is within 900 miles. Attuning a *teleport stone* to a particular location requires 10 minutes, during which time the item must be at that location. The attuned location can be changed as often as needed, but once the item is used to teleport, it is consumed.

Prerequisites: Craft Wondrous Item, *teleport.*

Cost to Create: 1,125 gp, 90 XP, 3 days.


This dragon might be a child of Rhashaak, but why is it in this temple?
The blackscales are the enforcers for the fiendish dragon that guards Haka'torvhak.
Somewhere in the temple must be a way to the dragon's lair below.

PART ONE

THE TEMPLE OF KHA'SHAZUL

E*yes of the Lich Queen* begins in one of two ways—either instant action or the more typical negotiation with the PCs' prospective employer. In the former case, see the sidebar Kick-Starting the Adventure. Otherwise, start the adventure with the Employment Offer encounter, below.

The premise of the adventure is straightforward enough: The PCs are approached and contracted to explore an ancient temple deep in Q'barra. However, a great treasure said to rest beneath the temple is the real goal. Once the PCs overcome the ruins' current residents, they find a secret door that leads to a trap-filled series of rooms and treasures dating back to the Age of Demons. The characters soon find themselves caught up in a much larger adventure, becoming part of the destiny of the *Dragon's Eye* and a target of Vol the lich queen.

EMPLOYMENT OFFER

Sur'kil initiates contact with the PCs through the services of House Sivis. Ideally, the party will be spending some downtime in a town that also contains a lightning rail station, or that is along the southern coast of Khorvaire. If the party is in a different location, this initial encounter will need to be adjusted and appropriate travel arrangements made.

In the aftermath of the PCs' most recent adventure, Sur'kil arranges a *sending* to one member of the party. If possible, he chooses a dragonmarked character or a member of a dragonmarked race. Read the following to that player.

With no warning, you suddenly hear the voice of what sounds like a gnome inside your head. "Your services are requested. Bring your companions to Kern's Rest and Revelry tomorrow morning to discuss arrangements. Be prepared for travel. A House Sivis Service."

Kern's Rest and Revelry is an average-quality hostel jointly operated by House Ghallanda and House Thuranni. In addition to multiple performing stages and rooms for rent, the establishment incorporates a number of private rooms that have witnessed every sort of secret dealing. The private rooms are rumored to be magically protected against observation, though some believe they simply incorporate the more mundane approach of thin lead sheeting within the walls.

The hostel is quiet when the PCs arrive, with a lone bard playing for patrons enjoying breakfast. The host is a perky young half-elf who quickly recognizes the PCs. She welcomes them, ushering the party up a short flight of stairs and into a balcony room that overlooks the stage below.

The host leads you to a second-floor room, partially open to the floor below and with an excellent view of the stage. The sounds of a lute carry above the faint din of breakfast. A number of chairs are arranged closest to the balcony's edge, and a low table against the back wall of the room is laden with fruits and pastries.

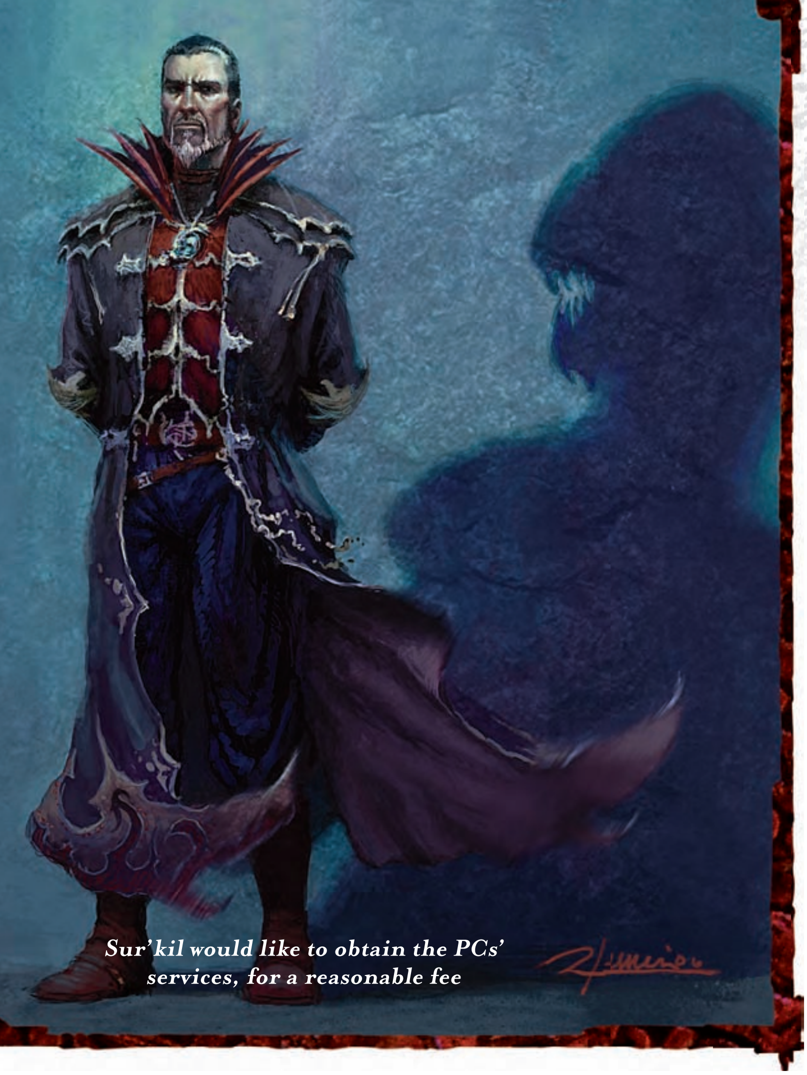
A middle-aged human with dark hair and neatly trimmed beard stands near the chairs, apparently enjoying the musical performance. He turns as the door opens, gesturing to the table. "Please, help yourselves. My name is Sur'kil, and we have business to discuss, which is always more pleasant on a full stomach."

KICK-STARTING THE ADVENTURE

Sometimes it is best to start an adventure with action and dice rolling instead of using much of the first game session to set up character hooks and negotiate the deal.

To this end, consider beginning your first session of *Eyes of the Lich Queen* with the Jungle Attack encounter (page 26), instead of roleplaying Sur'kil's offer right from the start. Once the lizardfolk encounter is over and the PCs step atop the ridge to see the Temple of Kha'shazul in the clearing below, use a flashback to return the party to the first steps of negotiation, running the Employment Offer encounter and following with the travel montage and the Pilgrims encounter. Then return to real time at the close of the jungle attack.

Not only will you be able to start the adventure with action, you will create immediate investment in the story by the players. Knowing that they are effectively committed to working with Sur'kil, they can negotiate the best possible terms for the contract.



Sur'kil would like to obtain the PCs' services, for a reasonable fee

When the PCs are ready to talk, Sur'kil begins.

"I am what you might call an independent researcher. I have recently uncovered hints and rumors of an ancient site dating back to the so-called Age of Demons. I would like to employ you to investigate this location, and to retrieve a relic that I believe might yet remain there."

"This task is not without some degree of danger, which is why I require the services of individuals such as yourselves," Sur'kil continues. "The location, while nominally still in Khorvaire, is somewhat remote, and so I would like to procure your services for a period of at least four weeks. You will have free choice of any treasure found at the site with the exception of the relics I seek, for which you will be rewarded in full. I can offer you each a base fee of 250 gp per week plus travel expenses. I will provide half up front."

Sur'kil would like to initially keep the destination a secret, so as to avoid drawing the attention of other groups. The last thing he needs is mobs of treasure hunters descending on the possible resting place of the *Dragon's Eye*. If questioned, he responds as indicated.

Where will we be going? "I would rather not discuss it until we are on our way. Once en route, I can fill in as many details as I know."

How do you know us? "Those in my profession make it their business to identify up-and-coming adventurers and explorers. Your activities have not gone unnoticed."

What sort of danger? "Wildlife and primitive tribes, both expected to be hostile."

What kind of relics? "Tablets or slates with ancient writings, lost works of art or symbology, and other equally exciting finds."

When do we leave? "When we have finished our breakfast and these negotiations. The lightning rail departs this afternoon."

Can you pay more? "It is a fair wage, and my research indicates that you will be well compensated by your share of the wealth to be found at the site." If Sur'kil's attitude is helpful (a DC 20 Diplomacy check): "I could be prepared to pay as much as 350 gp per week. I trust that you are worth that much."

Sur'kil gives each PC a pouch filled with 200 gp. (If the PCs bargained for more, he indicates that their additional down payment will be given to them once they board the rail.) Give the PCs time to purchase supplies, then have them proceed to the lightning rail station.

The lightning rail takes the PCs south to Korranberg. Once in the coastal city, the party boards the *Swiftwind*, a chartered House Lyrandar galleon setting sail for Adderport on the Q'barran coast.

The journey takes just over a week—approximately three days overland following five days at sea. During this time, Sur'kil elaborates on the mission and its goals.

"The location you will be surveying is in the jungles of the Q'barran peninsula, to the south of the great volcano of Haka'torvhak. From Adderport, you will have a five-day trek inland to the site of the Temple of Kha'shazul. This temple is your destination and the site of the relics you seek.

"The temple is now used by a tribe of lizardfolk worshipers of some half-fiend dragon god. From what I understand, they demand tribute from other lizardfolk tribes in the region, so I would expect them to be armed and capable. However, the temple and its inhabitants are merely an obstacle.

"I believe that the Temple of Kha'shazul hides a deeper secret, one unknown even to the current inhabitants. My research indicates the temple occupies a place where an ancient demon was cast down. Such places were guarded, in legend, by half-dragon beasts. Somewhere beneath that temple, I believe that the crypt of one such ancient creature lies, along with relics of that time."

Sur'kil gives the PCs a map indicating the trails and landmarks that will take them to the Temple of Kha'shazul. He also gives them a small box containing five vials of antitoxin ("in case you run into local inhabitants") and two *sending stones* (see page 11). He instructs the PCs to use a *sending stone* to contact him once they find any relics, or if they are turning back empty-handed.

LIZARDFOLK OF Q'BARRA

Dozens of lizardfolk tribes known collectively as the Cold Sun Tribes call Q'barra home. Though they primarily reside in the Basura Swamp to the north, their ancient holy sites and burial grounds can be found throughout the peninsula. The recent waves of Khorvairians building settlements along the Adder Valley and in the foothills of the Endworld Mountains have inadvertently despoiled huge numbers of these sacred locations. Though a few lizardfolk tribes desire peace—or at least a nominal truce—the majority of their kind would like to drive the human settlers into the sea.

Two lizardfolk subspecies are particularly violent: the poison dusks and the blackscales. Poison dusk lizardfolk are smaller than their standard kin, standing between 3 and 4 feet tall. Skilled hunters, they harbor an intense hatred of the humanoid invaders of their land. The blackscales are a larger, stronger breed of lizardfolk that use their size to bully and intimidate other lizardfolk of the region.

The poison dusk tribes and the blackscales are fanatically devoted to Rhashaak, the half-fiend black dragon charged with guarding the ancient demon city of Haka'torvhak. The blackscales serve as the dragon's warriors and priests, while the nomadic poison dusks are typically scouts and raiders. Though the other lizardfolk tribes of the region offer tribute to Rhashaak, they avoid the blackscale and poison dusk tribes. *Explorer's Handbook* offers more information on Haka'torvhak and its fiendish guardian.

INTO THE JUNGLE

The *Swiftwind* arrives in the town of Adderport along Q'barra's southern coast. A major trading center, Adderport allows the PCs access to goods and services normally found in for a city twice its size.

Adderport (Large Town): Conventional; AL LN; 8,000 gp limit; Assets 870,000 gp; Population 3,700; Mixed (77% human, 10% halfling, 7% dwarf, 6% other).

ASKING AROUND

The PCs might be able to uncover information regarding their intended journey into the jungle, using either their own knowledge or by making inquiries around Adderport. Use appropriate DCs for Knowledge or Gather Information checks.

A1: PILGRIMS

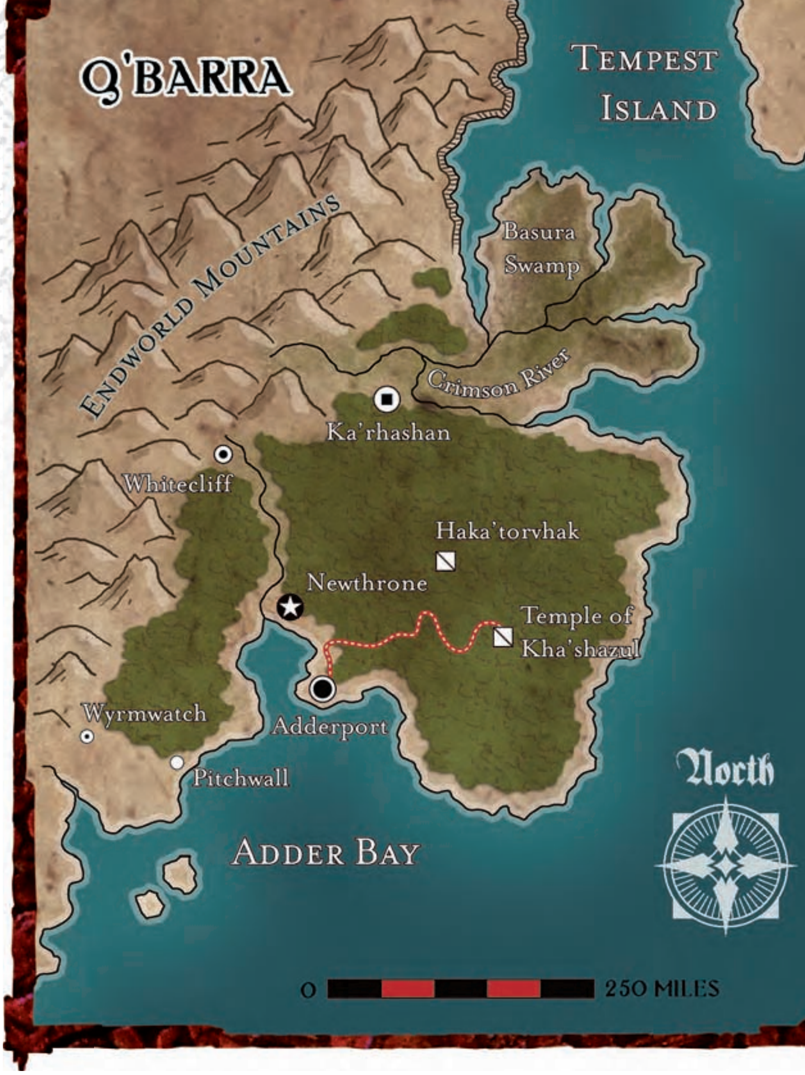
Approximately one day out from the Temple of Kha'shazul, the PCs encounter a group of Cold Sun lizardfolk returning from a recent visit to the temple. Their tribe is being extorted by the blackscales, and this group has just made an offering of food and treasure to the temple defenders in exchange for their village's safety.

As you turn yet another corner along the overgrown jungle trail, you suddenly come across a well-armed lizardfolk standing somewhat surprised in the middle of the path. He eyes you warily as he motions to another half-dozen lizardfolk behind him.

The lizardfolk are cautious, but are not directly hostile toward the PCs. Some of them bear recent wounds. They defend themselves if attacked, but flee into the jungle once the first of their number falls.

Lizardfolk (6): hp 11 each (*MM* 169).

The lizardfolk's initial attitude toward the PCs is unfriendly, since years of skirmishes between the reptilians and the settlers of Q'barra have engendered distrust of interlopers. They make no move to block the party's progress, however, and after a tense moment, they step aside to let the PCs through. The band's leader, an older lizardfolk with graying skin named Krustach, can understand and speak Common. He replies to any PC queries with simple statements such as, "We not want trouble."



If the PCs attempt to talk to the lizardfolk, they have a chance to gain information regarding the temple. A PC who speaks Draconic gains a +2 bonus on Diplomacy checks to influence the lizardfolk's attitude. If the PCs improve the lizardfolk's attitude to friendly, they receive more thorough responses.

Where are you going? "We go home, before the thieving blackscales take our huts, too."

Do you know of the Temple of Kha'shazul? "The blackscales and poison dusk there accept tribute from the tribes of the land."

What kind of tribute? "This past season, blackscales threaten to destroy our tribe unless we give tribute. They take *armaekrixner*, our tribal spear passed from leader to heir."

What does the spear look like? "It is ancient weapon from Age of Draconic Victory, a foot-long spear head attached to white wood shaft."

Why are some of you injured? "The blackscales reminded us who is in charge."

Are there other dangers at the temple? "Children of Rhashaak lurk within, and the blackscales have caged great jungle beasts."

If his attitude is friendly, Krustach also confirms the distance to the temple. He suggests a hard-to-find camping spot that will help the PCs avoid patrols at night.

A2: JUNGLE ATTACK

From dawn until the twilight hours, poison dusk rangers in groups of three guard all paths approaching the temple. Their chameleon skin makes them exceptionally difficult to see where they take up positions close to the trails some 400 feet from the temple clearing.

You continue to tramp through the jungle, following the trail marked on your map. As you slap another swarm of insects away, you notice that the trail ahead grows noticeably wider, and is mostly clear of debris and undergrowth.

Three poison dusk lizardfolk hide just off the trail in the jungle 30 feet from where the path begins to widen. Two are 2nd-level rangers, led by a 4th-level ranger. The lizardfolk have no desire to parley, and they launch an attack when more than half the PCs are on the wider path.

Tactical Encounter: A2: Jungle Attack on page 26.

Development: If a poison dusk manages to sound his reed whistle (see the tactical encounter), the lizardfolk at the temple compound are alerted and a blackscale comes to investigate.

THE TEMPLE

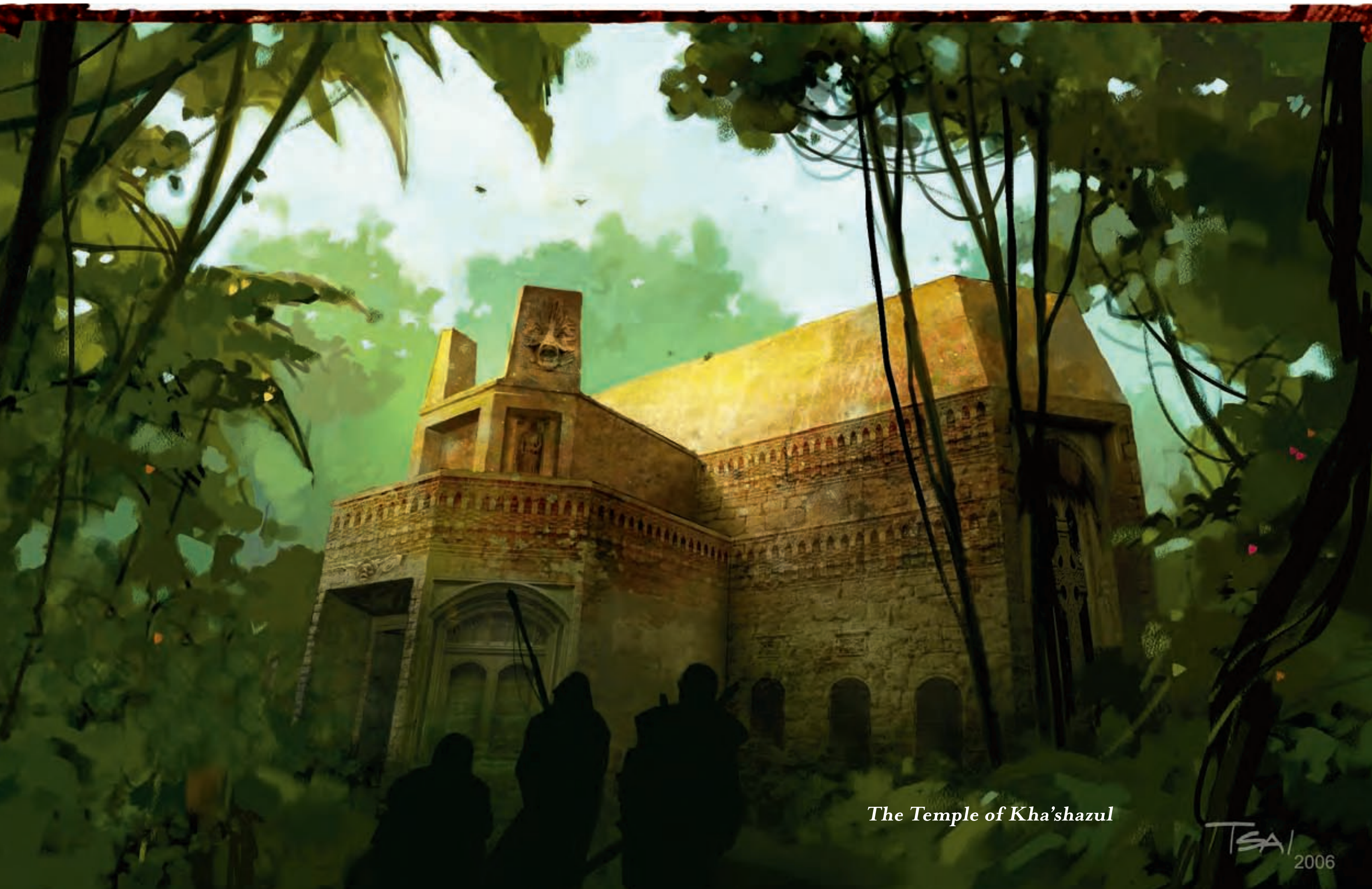
A mostly intact temple of ancient granite slabs stands in the middle of a large clearing.

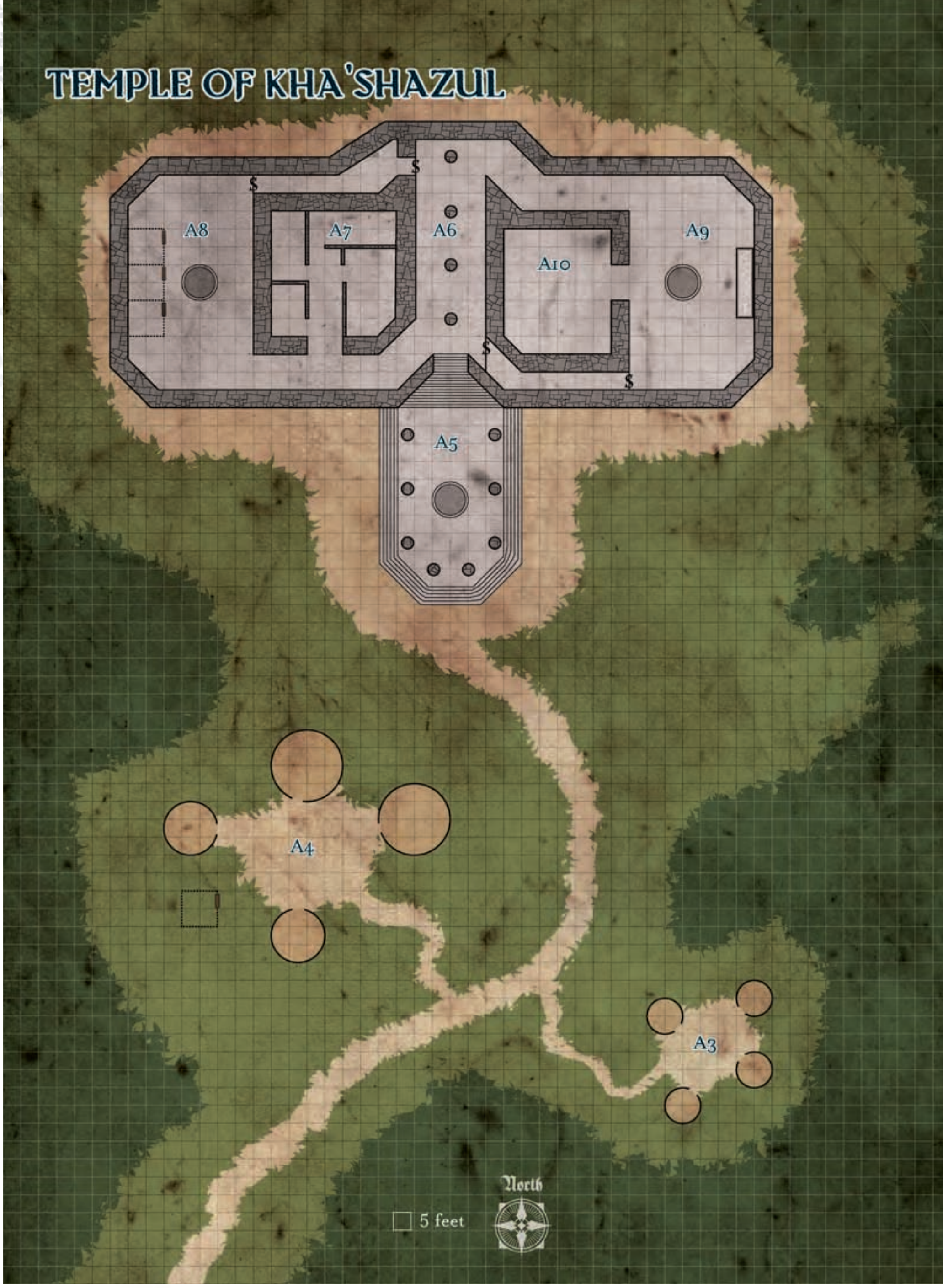
The jungle gives way to an open space dominated by a huge stone structure. The Temple of Kha'shazul is a mass of vine-choked granite walls and columns. Two stone domes mark either end of its oblong shape, and a columned portico juts out from the temple's entrance. Steam billows from somewhere within the temple, venting through high open windows 20 feet above the ground.

At the end of the Age of Demons, as the fiends were bound within the fires of Haka'torvhak, one of their kind created the *Altar of the Dragon's Eye* in a hidden jungle cavern southeast of the city. Draconic forces disrupted its work before it could complete the altar's construction, and the dragons sealed the chamber behind trap-filled rooms and guardians. Millennia ago, lizardfolk shamans came to the site, building a temple atop the chamber in honor of Kha'shazul, the dragon-turned-dracolich that had kept watch here since the altar was sealed away.

The temple complex is now home to Wyvrix and Bheavamos, a pair of black dragon siblings, and their self-appointed dracotaur bodyguard Varmystix. The young dragons have hatched a scheme to gather the accumulated wealth of the regional lizardfolk tribes. To this end, they have recruited blackscale shamans and warriors by claiming to be direct descendants of Rhashaak. They have also coerced a number of rangers from a wandering poison dusk tribe into joining them with promises of an eventual attack on human settlements.

The poison dusk and blackscale warriors have set up huts around the periphery of the temple clearing. The blackscale shamans and high priest have taken over the rooms inside the temple, where they perform ceremonies and sacrifices honoring Rhashaak, their half-fiend dragon god.


The Temple of Kha'shazul



The black dragons reside in the underground level of the temple, accessible by three well-like openings on the temple's main level. The tribute demanded of the local lizardfolk tribes is dumped into the well under the temple portico, landing directly on the dragons' growing hoard.

The dragons do not realize that a secret door is hidden in their own lair. That door leads to a gauntlet of trap-filled rooms and guardians, and eventually to the *Altar of the Dragon's Eye*.

Doors and Windows: The temple has no normal doors separating its rooms, though secret doors lead to two concealed back passageways. All secret doors are stone slabs set on central pivots with a hidden release (Search DC 20).

The windows of the temple are 20 feet above the jungle floor and 15 feet above the interior floor. Climbing the exterior walls is made easier by a thick layer of vines, and requires only a DC 15 Climb check.

THE TEMPLE ON ALERT

If an alarm is raised (either by one of the lookouts in area A2 or during later combat on the temple grounds), all the residents in and around the temple are alerted. The four blackscales from area A4 split into pairs and patrol the temple's perimeter, one pair circling clockwise while the other circles counterclockwise. They stay within 30 feet of the temple walls unless they see an opponent, in which case they charge and bellow a warning.

Varmystix the dracotaur continues to guard the temple from the central portico, flanked by a pair of blackscales. The blackscale shamans cast any preparatory spells, with two of their number staying to guard the portico and main hall of the temple (areas A5 and A6). The remaining blackscale moves to the high priest's quarters in the vestry (area A10) to help defend the east wing.

The dragons fly up through the underground tunnels leading into areas A5, A8, and A9, emerging from the wells to observe the fray. If one of them sees an opponent, it attacks with its breath weapon before descending again to find its sibling. Both dragons use hit-and-run tactics while waiting for their acid breath to become useable once more.

If the PCs attack and fall back, the lizardfolk and dragons (more concerned with the defense of the temple) do not initially pursue them. After three assaults, or if attacks occur on two consecutive days, the lizardfolk and dragons begin a more active search effort. Poison dusk rangers in groups of three (led by a 4th-level ranger) will track the PCs, while the dragons take turns scouting from the air.

A3: POISON DUSK HUTS

The poison dusk lizardfolk live at the periphery of the temple clearing in a cluster of four mud huts.

A handful of small mud huts are set up around a fire pit at the edge of the temple clearing. The huts look suitable for halfling-sized creatures, with doorways 3 feet tall.

The cluster of huts is home to eight poison dusk lizardfolk. At any given time, half their number rest near the huts while the others are on patrol or guard duty. The huts themselves are constructed for Small creatures, creating cramped conditions inside for anyone larger. If the compound is on alert, the four poison dusk here hide in the huts, attacking if the PCs enter a hut or move through the camp.

Tactical Encounter: A3: Poison Dusk Huts on page 28.

Development: A quick battle (no more than 3 or 4 rounds) is unlikely to draw attention unless the PCs use flashy tactics or spells. If one of the poison dusks alerts the temple compound, the lizardfolk prepare defenses and send blackscales to the poison dusk huts.

Treasure: A search of the huts (Search DC 15) turns up the assorted treasure of the lizardfolk that live there. Each hut contains 2d10 small Eberron dragonshards (worth 1d8 gp each).

A4: BLACKSCALE HUTS

Eight blackscale warriors live in a settlement of four large stone and mud huts along the approach to the temple. They have caged a trapped girallon nearby.

Normally, one pair of warriors is assigned to guard the temple entrance while another pair scouts the jungles or intimidates the local Cold Sun Tribes, leaving four blackscales in the huts at any given time.

Four large huts made of stone and mud, each over 20 feet across, sit off to the side of the main path leading to the temple. Sun-bleached bones are scattered about the 10-foot-tall entrances to the structures. Beyond the huts to the southwest stands a large wooden cage.

If the alarm has not been raised, four blackscales recline within or around the huts. The two outside immediately charge any trespassers, bellowing a challenge in Draconic. The two in the huts take 2 rounds to grab their weapons and emerge ready to fight.

The huts are unoccupied if the alarm has sounded, with the blackscales patrolling the area around the temple (see The Temple on Alert, above).

Tactical Encounter: A4: Blackscale Huts on page 30.

Development: The blackscales wear their treasure in the form of jewelry or masterwork equipment, but each warrior has a small collection of macabre trophies kept near the bunks in each hut. Hands, feet, and even heads of lizardfolk, jungle beasts, and the occasional human and halfling are cured and strung from the ceilings of the huts.

Ad Hoc XP Award: If the PCs set the girallon free and manage to avoid fighting it, award them experience for a CR 6 monster.

A5: TEMPLE PORTICO

A columned stone platform extends out from the temple's primary entrance. In the center of the portico is a well that leads to the dragons' lair below.

Granite columns hold a stone roof 20 feet above a stepped stone platform. Between the columns, a low circular wall rises 3 feet from the floor, surrounding a circular well 10 feet across. At the north end of the portico, a short stair enters the temple proper. Between the columns, large bipedal creatures pace.

The dracotaur Varmystix keeps watch from the shadows of the colonnade, near the well. Two blackscale lizardfolk guard the entrance to the temple. They move to attack any nonlizardfolk they see.

Tactical Encounter: A5: Temple Portico on page 32.

Development: The circular well in the middle of the portico drops 20 feet straight down and appears to end in a solid stone floor. The floor is really a horizontal door, operated from area A11 below. See the tactical encounter and the Fighting the Dragons sidebar on page 20 for more information.

A6: MAIN HALL

The main hall connects both wings of the temple.

A wide hall runs from the portico entrance to the back wall of the temple, bisecting the structure. The ceiling rises fully 20 feet above a central row of columns, each encircled with scrawling text.

Shafts of sunlight lance down from gaps in the stone roof above, illuminating a bas-relief of a skeletal dragon sculpted into the wall at the end of the hallway. The dragon is shown in victorious battle against a horde of demons, rising like a swarm of locusts from the caldera of a raging volcano.

If the alarm has not sounded, the hall is quiet and empty. Low growling and scuffling can be heard coming from the sacrifice chamber (area A8), while a low, guttural chant echoes softly from the main altar chamber (area A9) past the end of the hall.

If the alarm has been raised, one of the blackscale adepts from area A7 moves into the hallway leading from the main hall to area A8, hoping to lure the PCs into a fight with the dire wolverine chained in that room.

Development: A careful examination of the bas-relief (Search DC 15) reveals a small structure in the lower right corner that resembles a half-completed Temple of Kha'shazul. The temple portico, which forms the ceiling of the dragons' hoard chamber, was the last element to be added. The bas-relief depicts a great cavern where the portico now stands, hinting at the existence of the dragons' lair below.

The secret doors to the north and south can be found with DC 20 Search checks.

The inscriptions upon the columns are Draconic. They describe the triumphs and victories of Kha'shazul, a great blue dragon who battled the fiends at the close of the Age of Demons.

Secret Door: Search DC 20. A pressure plate is built into the floor in front of the door. When sufficient weight is applied (150 pounds or more), the wall swings inward freely. The door is hinged so that it automatically closes at the end of the turn in which it opens. The blackscales and the dracotaur can move through the secret door at full speed (though they can move only at half speed along the narrow secret corridor). The door then immediately closes behind them. Other creatures need to spend at least 1 round searching for the door in order to activate it.

A7: ADEPTS' DORMITORY

The blackscale dragon priest adepts use this suite of rooms as their personal chambers.

A short hallway leads to a suite of four rooms, each apparently the residence of a large humanoid creature. Oversized cots made of fine silk rope hang in each room, and the sickly sweet smell of incense lingers heavily in the air. Each room also contains a sturdy teak chest and a motley assortment of pungent-smelling clay pots and urns.

Four blackscale adepts reside in the temple. When not bullying visiting lizardfolk tribes, the adepts spend their time studying the markings on the altars in the sacrifice chamber and the main altar chamber. If the alarm has not been raised, a blackscale adept can be found in one of the chambers, either reclining on a cot or rifling through a colleague's possessions. When it notices intruders, it challenges the PCs as it rushes forward to attack.

Tactical Encounter: A7–8: Sacrifice Chamber on page 34.

Development: The chests and pottery contain the possessions of each of the blackscale lizardfolk adepts, including clothing, wealth, and ceremonial trappings.

Each chest is locked with a rolling combination lock whose combination is known only to the blackscale adept living in that chamber. The locks are challenging (Open Lock DC 30), but PCs without such refined skill can attempt to break the lock (Strength DC 23) or smash the chest open (hardness 5, 20 hp). Breaking open a chest alerts any blackscale adepts in the sacrifice chamber unless the PCs take precautions to ensure silence. The contents of the chests are detailed in the Treasure entry, below.

The noise of combat in this area draws the attention of the adepts in area A8, who join the battle after casting *protection from good* (see the tactical encounter). Varmystix (the dracotaur from area A5) likewise arrives 1d6 rounds after battle begins.

A8: SACRIFICE CHAMBER

This chamber contains cages once used to hold sacrificial victims. Its current occupant is a dire wolverine chained to the wall. Another well, similar to those in areas A5 and A9, leads to the lower level. It is blocked 20 feet down by a horizontal door controlled by a mechanism in the dragons' lair (area A11).

Light streams in from the high windows of this vaulted chamber, illuminating a circular well bordered by a low bloodstained wall. Rusty iron cages are set into the far wall, while the others bear bas-relief sculptures that illustrate the macabre rites that must have once taken place here. If the images on the walls are to be believed, creatures were held within these cages and dropped into the central well. Below, a great skeletal dragon would feast on them.

A snarling grunt issues from the dark corner of the room to the right of the entrance. A low mass of shaggy fur and sharp claws eyes you warily, and you hear the sound of metal on stone as the oversized wolverine shifts in the shadows.

If the alarm has not been raised, two blackscale adepts can be found in this room, alternately training and taunting the dire wolverine.

The wolverine is held fast to the wall with an iron chain. Though it is definitely hostile, the chain prevents it from attacking as long as the PCs stay out of reach. The beast snaps at the blackscale adepts, but it is trained enough that it does not attack them directly, even if freed.

Tactical Encounter: A7–8: Sacrifice Chamber on page 34.

Development: Examining the cages reveals that only one of the cells has a working door. None of the cages shows signs of recent occupation.

The circular well in the middle of the chamber drops 20 feet straight down and appears to end in a solid stone floor. The floor is really a horizontal door, operated from area A11 below. See the tactical encounter and the Fighting the Dragons sidebar on page 20 for more information.

A9: ALTAR CHAMBER

This altar was created centuries ago by blackscale lizardfolk worshipers of the black dragons charged with guarding the ancient city of Haka'torvhak and the powerful fiends bound beneath it. Now, the high priest of the resident blackscales uses the chamber to commune with his dragon gods.

The priest detests the insolent black dragon siblings that lair beneath the temple. However, he zealously obeys and fights for them, since he sees them as the progeny of the great dragon Rhashaak, current guardian of the volcanic city.

A massive altar dominates the far wall, a mural behind it stretching all the way to the chamber's vaulted ceiling. This mural depicts a massive black dragon perched atop an active volcano, the glow of molten lava reflected in the red of the beast's eyes. The bodies of demons litter the base of the volcano, while other fiendish creatures can be seen trapped within it.

A low circular wall surrounds a well in the center of the room. An open archway in the wall opposite the altar appears to lead to a vestry.

The high priest of the blackscales can be found here or in the adjacent chamber, with two attendant blackscale adepts. They rush to defend the altar as soon as they are aware of the PCs' presence.

Tactical Encounter: A9–10: Altar Chamber on page 36.

Development: The circular well in the middle of the chamber drops 20 feet straight down and appears to end in a solid stone floor. The floor is really a horizontal door, operated from area A11 below. See the tactical encounter and the Fighting the Dragons sidebar on page 20 for more information.

A10. VESTRY

This vestry chamber is now used as a residence by the current high priest of the blackscale tribe. He has culled numerous treasures from the offerings submitted by the lizardfolk tribes of the region, displaying them proudly within his chambers.

A red silk hammock is strung across one side of this chamber, and gold glitters among the treasures and totems displayed on shelves throughout the room. A suit of golden ceremonial half-plate, made to accommodate a large tailed humanoid, occupies an armor stand in one corner. A silver crown etched with a draconic motif rests atop a large marble sphere. A gnarled wooden staff bound with feathers and mummified animal feet leans against the far wall. A shallow bowl filled with green liquid stands on a short pedestal.

Tactical Encounter: A9–10: Altar Chamber on page 36.

Development: The numerous treasures scattered around the room could fetch a reasonable amount from collectors in Adderport or another large city. If the PCs elect to gather and sell the loot, they can receive 4,500 gp for the lot, which weighs approximately 50 pounds.

One of the items in the chamber is the spear *armaekrixner*, which belongs to the lizardfolk tribe the party encountered at the beginning of the adventure. If the PCs return the spear, award each of them 300 XP.

A11. DRAGONS' HOARD

This great underground chamber was once the hoard of the great dragon and dracolich Kha'shazul. His treasures were lost to time after he was slain in his lair, but his magically preserved skeleton still dominates the room. The chamber is now home to the black dragon siblings Wyvrix and Bheavamos. Using their influence over the lizardfolk of the region to amass the beginnings of their own treasure hoard, they have claimed Kha'shazul's former lair as their own.

When not hunting or intimidating the local lizardfolk tribes, the dragons can be found in their treasure chamber some 40 feet beneath the temple portico. Their lair features a mechanism that controls the sliding stone doors blocking the three shafts leading to the upper level. The mechanism was initially installed to protect Kha'shazul's treasure hoard during those times he was away from his lair. The great dragon used teleportation magic to enter and exit the lower chambers when the doors were closed.

Your eyes immediately fix upon the massive skeletal dragon reclining upon a pile of treasure in the center of the room. It takes you a moment to confirm that the skeleton is, in fact, not moving. At least not yet.

The treasure beneath the dragon skeleton looks to be primarily coins of silver and gold, with a few weapons and suits of armor partially submerged within mounds of precious metals. Atop the pile, a string of orblike beads glows with a faint orange radiance, as if lit by a flame from within.

Near the center of the chamber sits a low stone platform 3 feet high. Atop the platform, three circular disks are arranged in a triangular pattern.

The two very young black dragons living in this chamber attack the PCs in defense of their lair and their treasure. If the PCs have not yet defeated the black dragon siblings, then both dragons are in the vicinity. If they hear the PCs approach, one of the dragons moves down a side corridor, hoping to surprise the party once battle is joined.

Tactical Encounter: A11: Dragons' Hoard on page 38.

Development: The dragons' hoard will likely be of great interest to the PCs once the battle is done, but it is not the most significant find in the room.

Shaft Controls: The stone platform in the center of the chamber has three circular dials, each of which can be turned as a standard action with a DC 10 Strength check. The dials correspond to the stone doors in the three shafts leading up from this lower level. A mark along one edge of each dial indicates the position of the doors. When the marking faces toward the center of the stone platform, the door is closed; if the mark faces away from the center, the door is open.

Secret Door: More important than the treasure or the door controls is the secret door hidden in the northern wall of the chamber. It can be found with a DC 20 Search check. However, any character who has the dragonblood subtype (as well as any dragon or outsider) is unable to detect the presence of the secret door. By ancient magic, the dragons sealed the *Altar of the Dragon's Eye* against dragons and fiends alike. The secret door can be opened by triggering a concealed lever set into the rock wall. When the door is triggered, a 20-foot section of wall pivots around a central axis, revealing the 20-foot wide passageway beyond (area A12).

Treasure: On closer inspection, the dragons' impressive-looking trove is bulked out by some 20,000 cp, but also includes 923 gp, 5,770 sp, a masterwork longsword, a masterwork greataxe, a masterwork dagger, a suit of masterwork banded mail, a masterwork breastplate, a *necklace of fireballs* (type IV), a *+1 scimitar of spell storing,* and a *wand of cure moderate wounds* (27 charges).

FIGHTING THE DRAGONS

The two very young black dragon siblings, Wyvrix and Bheavamos, are cunning enough to avoid a direct fight. They have lived within the temple long enough to know how to take advantage of the shafts that lead to their underground lair.

The dragons take care to initially attack singly instead of together. This way, if their opponents bring the battle to the lair, they might be expecting to face only one dragon, not two.

The shaft doors are controlled by the mechanism in the dragons' lair (area A11). The dragons work in concert, with one opening a shaft door as the other flies up. (The dragons have the Hover feat, allowing them to fly up and down the vertical shafts at half speed.) The dragon that flies up either perches on the ledge or uses its Hover feat to stay aloft just above the top of the pit. It then tries to catch as many PCs as possible within the 40-foot line of its breath weapon. On the following round, if its breath has not recharged, it dives back into the shaft, shrieking for its sibling to use the mechanism to shut the shaft door.

Outside their lair, the dragons do not fight to the death, and they flee to their lair if reduced to 25 or fewer hit points.

PCs seeking to overcome the dragons' hit-and-run tactics need to prepare an attack and wait until the next time a dragon comes up the shaft. Alternatively, a character can choose to jump into one of the shafts (which are 40 feet deep with the horizontal door open), following a dragon as it retreats. PCs who can fly at the dragons' speed or better must make a DC 15 Dexterity check to slip through the door as it closes. Failure means that they must pull up as the door slams shut in front of them.

PCs descending the well by climbing from the top cannot catch a dragon before the door slams shut behind it. Characters can climb partway down in order to descend quickly when the doors open, but characters standing on the horizontal door when it opens must make a DC 15 Climb check to cling to the wall and avoid falling.

A character who falls down the well while the door is open (whether intentionally or not) arrives in area A11. Characters falling from the level of the horizontal door take 2d6 points of falling damage, as do those who fall from the top of the well while the door is closed. Those who fall from the top of the well and through the open door take 4d6 points of falling damage.

A persistent group of adventurers might try to break through the 1-foot-thick stone door (hardness 8, 180 hp). In all other circumstances, the stone door automatically closes above any PCs who manage to follow one of the dragons down into area A11.

THE ALTAR OF THE DRAGON'S EYE

The black dragon siblings were not the first to collect a treasure hoard in their underground chamber. At the close of the Age of Demons, the *Altar of the Dragon's Eye* was sealed behind traps and secret doors. The dragons who concealed it employed powerful magic to keep the altar secret from fiends and dragons alike, then they assigned one of their own kind as its guardian. This dragon, Kha'shazul, accumulated his treasure in the hoard chamber, eventually becoming a dracolich. Lizardfolk shamans drawn to the worship of Kha'shazul built the temple above his lair, keeping the altar safely hidden beneath this new facade.

Eventually, Kha'shazul was slain by a rival who felt he had garnered too much favor from the great half-fiend dragon Rhashaak. Kha'shazul's hoard was looted long ago by other dragons, leaving only his massive skeleton behind.

The *Altar of the Dragon's Eye* lies beyond a maze of cunning and deadly traps. Those who survive this gauntlet must then contend with the mummified remains of the altar's final guardian.

A12. SECRET PASSAGEWAY

The secret door in the dragons' lair leads to this long, wide hallway. The passageway extends 80 feet before ending at an iron portcullis.

A wide hallway stretches away from you into the darkness. As you advance down the hallway, you see a portcullis ahead, its iron bars preventing further progress.

This apparently empty hallway hides a deadly trap. A DC 21 Search check reveals that the last 10 feet of passageway is a barely noticeable pressure plate. The pressure plate extends to within 6 inches of the walls on either side of the corridor, but a character who succeeds on a DC 15 Balance check (or who jumps over the plate) can reach a 1-foot-wide section of safe floor in front of the portcullis.

As the PCs approach the portcullis, read the following.

Beyond the portcullis, you can make out a flight of dark stone steps leading down. Closer to you, a lever is set into the wall next to the iron grate.

Stepping on the pressure plate triggers the trap, but the lever next to the portcullis is a second trigger. A DC 25 Search check is required to determine that the lever is not connected to the portcullis.

GETTING STUCK

If the PCs do not immediately find the secret door that eventually leads to the Altar of the Dragon's Eye, remind them that Sur'kil has them seeking relics from the Age of Demons. Any Search check reveals that the black dragons' lair is of much more recent construction, but if necessary, encourage the PCs to use one of their *sending stones* to confirm with Sur'kil that more exploration is required.

Tactical Encounter: A12: Secret Passageway on page 39.

Development: The PCs are safe once they move beyond the portcullis.

Ad Hoc XP Award: Award the PCs 500 XP each for getting through the trapped hallway.

A13. CHAIN BRIDGE

This chamber slows the progress of the PCs, since they must negotiate a pair of moving platforms across a deep chasm. In addition, two fiendish creatures are bound to the chamber, manifesting to attack as the PCs try to cross the gaps.

The stairway widens as it opens into a wide chamber, but the floor ends precipitously after 10 feet. A deep chasm splits the room, with three massive metal platforms suspended above it by chains hanging from the ceiling. The nearest platform is perhaps 10 feet wide and 20 feet long, like a bridge that crosses only half the distance to the central platform. The chains it hangs from are pulled taut toward you, as if some unseen force holds the platform in place. The central platform is much wider but only 10 feet across. The third is another half-bridge stopping short of the far wall.

From the bottom of the chasm 80 feet below, molten lava illuminates the platforms with a dull red glow. At the floor's edge closest to you, two draconic-looking humanoid statues stand sentry, their cold eyes seemingly watching you. Two identical statues stand on the opposite side of the chamber. Above you, sparkling in the dull red light, a crystalline shard is set into the ceiling in the center of the chamber.

PCs who take a closer look at the two smaller platforms note four chains hanging at regular intervals across the ceiling, two over the current positions of the platforms and two hanging in the empty space beyond them. Pulling the chain over a platform causes it to move into the empty space ahead of it at a speed of 10 feet per round, putting it into position beneath the other chain when it stops. Pulling that chain then moves the platform back in the other direction.

The shard imbedded in the ceiling is a Khyber dragonshard, implanted with a specific purpose. When the dragons defeated the fiend that created the *Altar of the Dragon's Eye*, they also captured its minions. Two of those creatures, a pair of canoloths, were trapped within the Khyber shard and forced to remain here as guardians of the altar. The canoloths are able to manifest within the chamber, though their confinement has stripped them of their spell-like abilities and their ability to summon other

STOPPING POINTS

Once the PCs have defeated the black dragon siblings, the hoard chamber makes a perfect place to stop and rest up. If the high priest and dracotaur were also slain, the remaining lizardfolk abandon the temple, convinced that a curse of death has fallen upon those who remain. Even if the lizardfolk do not flee, the PCs can manipulate the shaft controls to seal themselves in, preventing a counterattack until they are healed up and ready to face it.

yugoloths. They appear as soon as any PC starts moving across the chamber.

Tactical Encounter: A13: Chain Bridge on page 40.

Development: When slain, the canoloths dissipate into wisps of acrid smoke and return to their shard prison. Their defeat is only temporary, however, and each can return to the room after 24 hours unless the shard is destroyed.

Ad Hoc XP Adjustment: Increase the XP award for this encounter by 50% due to the tactical nature of the room.

A14. THE GRINDER

The trap in this room is particularly conspicuous.

A constant thrumming rises in your ears over the last fifty paces along the corridor, and you finally understand why. Down a few short steps, the chamber in front of you bristles with rotating metal blades. Scythes sweep out of slim channels in the walls, ceiling, and floor, while whirling columns spin scimitars dangerously.

At the far end of the chamber, steps rise to meet a solid stone door.

The PCs must navigate the dangerous blades to reach the door on the far side of the room. Characters who do not take proper precautions run the risk of being sliced to pieces by the blades sweeping from the walls and floor. Fortunately, the blades strike at specific heights and angles, so that it is possible for a PC to crawl beneath the wall blades and carefully avoid the floor-based blades (see the tactical encounter on page 42 for more information). If the PCs also stay away from the bristling columns, crossing the chamber with minimal or even no damage should be easy.

That is, it would be easy if a pair of persistent harriers did not emerge from behind secret panels in the walls and attack. The persistent harriers (*Magic of Eberron* 153) were created to function within this chamber, and they are programmed to easily avoid the blades. PCs in the midst of the blades have to fight from a prone position to avoid being sliced.

The persistent harriers emerge as soon as any creature moves past the first column in the room. The multitude of spinning blades gives creatures within the room cover against any nonadjacent foe (for example, against ranged attacks or melee reach attacks).

Tactical Encounter: A14: The Grinder on page 42.

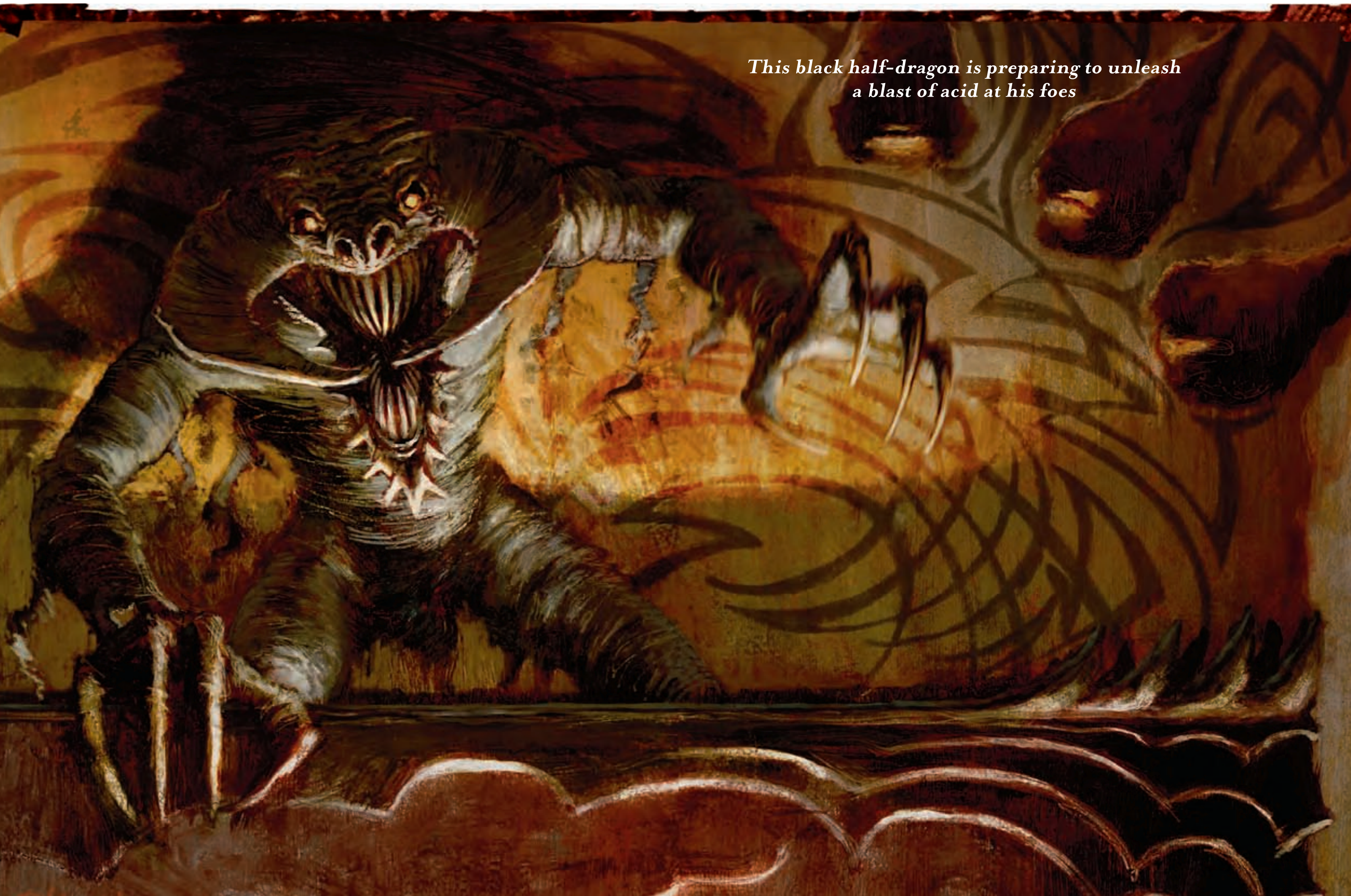
Development: The door at the far end of the room is locked with three separate locks, each of which requires a successful DC 25 Open Lock check.

Ad Hoc XP Award: Award the characters experience for overcoming the trap in the room, treating it as a CR 6 creature.

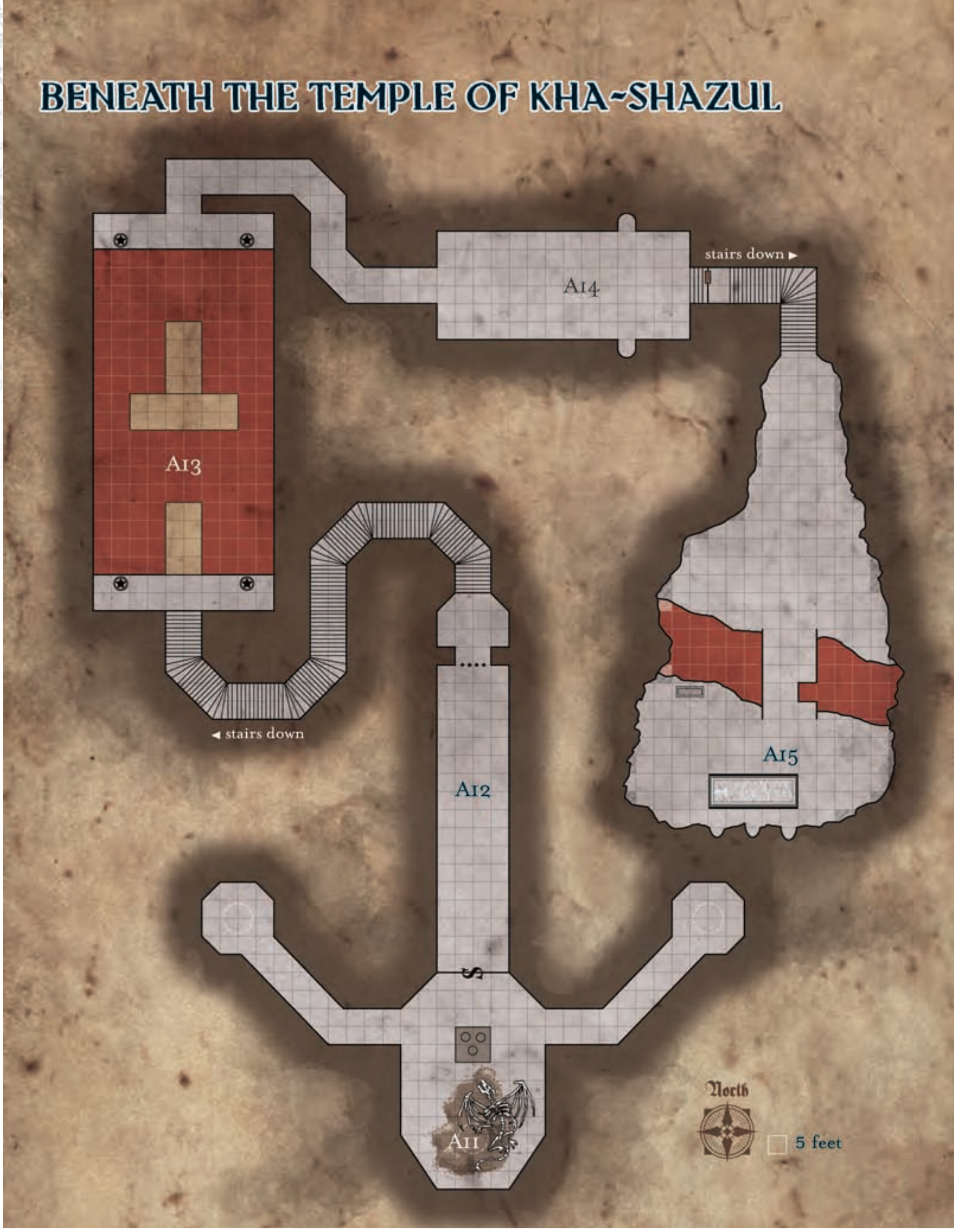
A15. THE DRAGON'S EYE

The *Altar of the Dragon's Eye* rests in this final chamber of the underground complex, as does the altar's final guardian—a mummified half-dragon.

The hallway widens to nearly 20 feet across, but up ahead the worked stone gives way abruptly to what appears to be a large natural cavern. A rift cuts across the cavern, with a lone, arching stone bridge precariously crossing



This black half-dragon is preparing to unleash a blast of acid at his foes



the gap. A river of magma flows along the bottom of the rift some 60 feet down.

The air in the cavern is hot, and the red-orange glow of molten rock illuminates the walls of the chamber. Strange shapes and shadows appear to writhe within these walls, though they could just be distortions due to the heat.

As your eyes adapt to the sting of brimstone in the air, the shapes on the walls can be seen more clearly. They bear the distinctive swirls and sharp lines of dragonmarks, though they do not resemble any marks you recognize.

A stone sarcophagus carved with draconic imagery stands along the far edge of the magma rift, with a massive basalt slab lying near the distant wall. Three niches are set into the wall behind the stone slab, two of which appear to hold objects.

The last remaining guardian of the *Altar of the Dragon's Eye* is a mummified half-dragon lying in wait within the sarcophagus. If PCs attempt to open the sarcophagus, or if one of the three niches is disturbed, the creature pushes off the sarcophagus lid and rises to attack.

Tactical Encounter: A15: The Dragon's Eye on page 44.

Development: The three niches once contained three relics from the Age of Demons: a scepter, a crown, and an amulet. The Sarlonan explorer Jheamast (whom the PCs discover in Part 3) was here and took the crown. However, he and his party fled under attack by the altar's undead guardian without claiming the scepter or the amulet. The scepter bears an Eberron dragonshard grasped in a golden draconic claw. Within the dragonshard is a shifting pattern reminiscent of the Mark of Storm. The amulet is an Eberron dragonshard attached to a finely wrought platinum chain. The pattern inside the shard is similar to the Mark of Warding.

The altar is a solid basalt slab some 25 feet across and 10 feet wide. It has a circular depression in its center where the globe that was its power source once rested. Though the *Altar of the Dragon's Eye* is effectively inert without its power source, enough mystical energy remains here to have an effect on the PCs. See the magical location description of the altar on page 10 and encounter A17 on page 24 for more details.

Treasure: Sur'kil gives the party a bonus of 5,000 gp for the scepter and the amulet, the same price those items would fetch from any antiquities collector or museum curator who has an interest in the Age of Demons.

A16. THE RETURN TO ADDERPORT

Once Sur'kil gets word that the PCs are returning to Adderport, he contacts the Chamber in Argonnessen to advise them that a detailed report on the party's mission

Designer's Notes

This encounter features a creature adapted from the concept of a half-dragon template applied to a standard mummy. Normally, the template can't be applied to an undead creature, but the resultant creature is exactly what we want in this encounter: an undead guardian with obvious draconic heritage. In bending the rules a bit to give you the half-dragon mummy, we have created a one-off creature designed to make a memorable encounter.

will be forthcoming. This is the signal the blue dragon double agent Khurystas has been waiting for. He contacts Vol's agents, who prepare to meet the PCs on the road back to Adderport.

Even if the PCs have not yet sent word to Sur'kil following their exploration of the temple, Vol's agents will still be on their trail. Khurystas might have sent word to Vol once he knew that Sur'kil's expedition was headed to Q'barra. Either way, word of the PCs' activities is passed to a cultist of the Blood of Vol operating in the Adderport area.

That agent is Dura ir'Matellan, an operative of the Emerald Claw who is also secretly a cleric of the Blood of Vol. Her rather dull assignment in Adderport to date has seen her infiltrate the dragonmarked houses in the port city. At the same time, she is charged with making contacts among the merchants and pirates who ply the trade routes from Lhazaar to the ports of Aerenal and southern Khorvaire.

Dura looks forward to the chance to engage in some excitement. Her instructions are simple: a party of explorers returning from the jungle near Haka'torvhak is in possession of an artifact known as the *Dragon's Eye*. She is to retrieve the artifact from the group, then eliminate them.

Dura has enlisted the aid of a contingent of Emerald Claw soldiers, who have laid an ambush along the road to Adderport. On the last day of the party's return journey, Dura and her minions strike.

The sweltering heat of the jungle has lessened only slightly as you emerge on the road to Adderport. The rough track follows the top edge of a plateau, below which you can see the glistening waters of Adder Bay in the distance.

Where the jungle closes in on the road as it passes through a narrow gap, a tall and imposing woman stands in the shade of a banyan tree next to two men. Both wear half-helms and wear grimy tabards with a stylized green claw emblazoned on the front. They eye you warily as you approach.

The Emerald Claw soldiers have had time to prepare the ambush, but their metal armor is difficult to hide. A DC 15 Spot check allows the PCs to notice the presence of a half-dozen additional fighters on each side of the road ahead.

Dura moves to the center of the road, flanked by the two soldiers, then addresses the party.

The woman moves to the center of the road, blocking your path. In a haughty voice, she exclaims:

"You are in possession of something that does not belong to you. The knightly Order of the Emerald Claw demands that you give us the Dragon's Eye, or we will be forced to take it from you. Choose your next words well."

The PCs should have no idea what the *Dragon's Eye* might be. (For that matter, neither does Dura.) The party has a few options at this point.

Claim Ignorance: An honest approach, but one that gets nowhere with Dura. She repeats her demand, refusing to believe the PCs do not have the item. *"Lies! This is your last chance! Give me the Dragon's Eye!"*

Stall or Negotiate: Questions regarding what the *Dragon's Eye* might be or statements about mistaken identity are summarily dismissed. *"We know of your mission to the temple and the hour of your return. Stop trying to deny it and hand over the Eye!"*

Fake It: Quick-thinking PCs could try to give Dura one of the ancient relics retrieved from the Temple. If they do so, she graciously accepts it as she calls to the soldiers: *"I told you this would be easy. Finish them. I have a delivery to make."* She then uses her *teleport stone* to travel back to Adderport.

Flee: A fast-moving party should be able to break for the jungle and easily outrun the well-armored Emerald Claw troops. Half the soldiers spend the first round firing their crossbows, while the other half give chase. Dura stays by the road with two bodyguards. Eventually, the Emerald Claws realize they have lost the PCs and head back to Adderport. If the PCs are not on their guard once they reach town, they might meet up again with Dura and her minions (see Emerald Shadows on page 25).

Attack: Although a fight is likely inevitable, the PCs can speed things up by launching an attack of their own. Dura fights until two of the soldiers are slain, then uses her *teleport stone* to flee to safety.

Tactical Encounter: A16: Roadside Ambush on page 45.

A17. MYSTERIOUS MARKS

On the last leg of the party's return trip to Adderport, the magical effects of the *Altar of the Dragon's Eye* begin to manifest. See the magical location information (page 10) for details. (If the PCs have access to teleportation magic or some other means of getting to Adderport instantaneously, have the marks manifest suddenly and simultaneously the moment they arrive, as if the magic of their journey was some kind of catalyst.)

Pick one character to be the first to manifest a new or improved dragonmark, then have the rest of the PCs manifest their marks minutes later. Read the following text for a character who has manifested a new aberrant dragonmark.

A nagging itch beneath your clothing suddenly flares to become a dull burning sensation. As you tear cloth away, you are overwhelmed by a sudden pulse of

DESIGNER'S NOTES

This encounter isn't meant to be extremely tough. In fact, it might feel too easy for a typical group of 5th-level characters. In a classic case of the bad guys underestimating the good guys, Dura is meant to flee quickly, having incorrectly assumed that a detachment of Emerald Claw soldiers can take a handful of so-called adventurers.

The important part of this encounter is advancing the narrative of the story as the PCs are left to wonder what the *Dragon's Eye* might be. Though Dura gets away, her presence establishes that some other group knows of the party's mission—and that, in fact, it might know more than the PCs do. The questions raised by this encounter should inspire the players to ask Sur'kil about the *Dragon's Eye*. As the silver dragon spins his tale, the PCs are drawn into the next stage of the adventure.

light that fades as quickly as it came. On your skin, a dragonmark seems to twist and writhe as its colors catch the light. The shape of the mark is unlike any other dragonmark you have ever seen.

If a character manifests a true dragonmark, lose the last line of the preceding text and inform the player that she recognizes the type of mark now pulsing on her skin.

PCs who already have dragonmarks feel the same burning sensation, but notice that their marks have changed.

The familiar lines of your dragonmark seem to shift and pulse in a way not seen since the mark first manifested. Though your mark is still recognizable, you are sure you can see small sections within it where its lines and colors have twisted and expanded.

The PCs (or at least the players) might quickly assume that the appearance of these new marks ties to the time they spent in the altar chamber. If they contact Sur'kil to report what has happened, he simply tells them he needs to see these marks, urging them to hurry their return.

CONCLUDING PART 1

When the party returns to Adderport and reports to Sur'kil, his first interest is the appearance of the mysterious new or changed dragonmarks on the PCs. As they fill in the rest of their story, he expresses surprise that the characters were beset by the Emerald Claw, and even greater surprise at any mention of the *Dragon's Eye*. He asks for a thorough report of the expedition, including details of the traps the PCs faced and the creatures they fought. He asks for any relics the party might have obtained, showing great interest at any mention that a third niche in the vault was empty.

Though he does not know what is behind the appearance of these new marks, Sur'kil is thoughtful as he recalls something.

"In the course of previous research, I once uncovered a tale of a group of explorers of the Q'barran peninsula. Five of the members of this group were said to have all simultaneously developed the so-called aberrant dragonmarks in the course of an expedition. Such an event would be rare enough, but one true dragonmarked among their number claimed to see her mark change in shape at the same time. What came of them, I do not know."

This was the expedition of Jheamast the Sarlonan explorer. Word of the appearance of these strange dragonmarks attracted the Chamber's attention at the time, but before Chamber agents could locate them, Jheamast and his party had disappeared.

Sur'kil asks the PCs to allow him some time to perform additional research before he returns them to southern Khorvaire. Give the PCs a few days to rest up and resupply themselves before Sur'kil summons them to the *Swiftwind*.

The ship seems ready to sail, its bound elemental churning the water behind it. At the rail, Sur'kil is pensive, finally turning to you.

"I have determined that this group of explorers of which I spoke were led by one named Jheamast, a Sarlonan. No direct account hints at Jheamast or his band having visited the Temple of Kha'shazul, but the congruence of his party's manifesting the same strange marks that you have manifested seems clear.

"Jheamast was said to have sought a weapon for use against some foe in his homeland of Sarlona. It is my belief that he must have claimed the missing relic—the one referred to by those Emerald Claw thugs as the Dragon's Eye—from the Temple of Kha'shazul prior to your arrival. More than a thousand years prior, to be precise. If you are amenable, I would like to procure your services for another few weeks. I will increase your wages, providing you with an additional 500 gp each."

Give the PCs a chance to negotiate, if they seem willing. Sur'kil can increase the amount by up to 500 gp more, but only payable upon their return. Whether the PCs accept the offer or not, anyone making a successful Sense Motive check notes that Sur'kil is hiding something. When pressed (or if the PCs show little interest in his offer), he says:

"The full truth of what happened to Jheamast and his party is long since lost, but I have heard one rumor that I must share with you. Jheamast is said to have died in the Lhazaar Principalities some years after his time in Q'barra, but the Sarlonan's companions who manifested these new and changed marks were all dead within a year of their entering Kha'shazul. It is said that at least one was apparently consumed from within by the power of the mark she bore. Dark legends surround many who carry the so-called aberrant marks, and these tales of Jheamast's party could be no less fanciful. However, if the legends are true, discovering why Jheamast lived might be your only chance for survival."

Once the PCs have committed to following Jheamast's trail, Sur'kil bids them farewell.

"Seeking clues of Jheamast's activities in the principalities will no doubt take some time. This galleon remains chartered for your use, and I will leave a supply of sending stones by which you can keep me apprised of your progress. I cannot accompany you, for I must make my way east in order to undertake further research on your new marks."

EMERALD SHADOWS

Unless the characters take extreme care to conceal their location and actions while in Adderport, Dura and the Emerald Claw begin to quietly observe their movements and plans. Give the PCs a chance to note mysterious strangers following them at a safe distance, or to hear from known NPCs that Emerald Claw soldiers in the city are asking about them.

If the PCs have come up short on experience in the first part of the adventure, feel free to design an optional Emerald Claw encounter using the statistics from encounter A16 on page 45. (Dura should not appear in this encounter, owing to her prominent place in later parts of the adventure.) Whether the party interacts with them or not, Dura and a cadre of Emerald Claw agents leave Adderport shortly behind the PCs, following them on the next leg of their journey.

ON TO THE NEXT STAGE

The party now heads into the second part of this adventure, where Vol's forces step up their efforts to obtain the *Dragon's Eye*. As the *Swiftwind* sails for the Lhazaar Principalities, the journey gives characters time to rest up and prepare for what follows. The PCs have a ship at their disposal, and the pirate isles await.

JUNGLE ATTACK

Encounter Level 6

SETUP

Have the PCs position themselves along the path in their established marching order. The lead PC should be 20 feet (4 squares) beyond the point where the path begins to widen. The three poison dusk lizardfolk rangers are hiding just off the trail, in the positions marked on the map. The lizardfolk initially attempt to snipe and remain hidden, so do not place them on the map until combat begins.

A DC 24 Spot check allows PCs to see the two 1st-level poison dusks, while a DC 28 Spot check allows them to also see the 4th-level lieutenant. (Assume that the lizardfolk have taken 10 on their Hide checks.) PCs who notice the poison dusks can shout a warning, allowing the party to roll initiative. If no PCs spot the lizardfolk, the poison dusks launch an attack from hiding, taking a single attack during the surprise round before regular initiative begins.

If the PCs Spot the lizardfolk, read:

> *Your eyes scan the jungle for signs of danger, though the dense foliage gives would-be opponents any number of places to hide. Suddenly, a flash of movement in the undergrowth catches your eye. A short humanoid, nearly perfectly blended in with the vegetation, nocks an arrow and raises a bow against you.*

If the PCs fail their Spot checks, read:

> *A hiss of air follows a volley of small arrows fired from the brush. You hear your unseen assailants shifting within the foliage, but can see no sign of them.*

2 POISON DUSK LIZARDFOLK — CR 2

Monster Manual III 96
hp 14 each (2 HD)

Male poison dusk lizardfolk ranger 2
NE Small humanoid (reptilian)
Init +2; **Senses** low-light vision; Listen +5, Spot +5
Languages Draconic

AC 17, touch 13, flat-footed 15
Fort +4, **Ref** +5, **Will** +0

Speed 30 ft. (6 squares)
Melee 2 claws +4 each (1d3+1) and bite +2 (1d3) or
Melee mwk longsword +5 (1d6+1/19–20) and bite +2 (1d3)
Ranged mwk longbow +6 (1d6/×3 plus poison) or
Ranged mwk longbow +4/+4 (1d6/×3 plus poison) with Rapid Shot
Base Atk +2; **Grp** –1
Atk Options favored enemy humans +2, poison (spotted toadstool venom, DC 16, 1d6 Str/1d6 Con)
Combat Gear 4 doses of spotted toadstool venom

Abilities Str 12, Dex 15, Con 12, Int 8, Wis 11, Cha 7
SQ chameleon skin, hold breath, poison use, wild empathy +0
Feats Multiattack, Rapid Shot^{B}, Track^{B}
Skills Balance +5, Climb +5, Hide +15, Jump +5, Move Silently +5, Spot +5, Survival +5, Swim +3
Possessions combat gear plus masterwork longsword, masterwork longbow with 20 arrows, masterwork buckler, reed whistle

Chameleon Skin (Ex) Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes, or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on Hide checks.

TACTICS

Each poison dusk lizardfolk carries four arrows coated with spotted toadstool venom. If they are not spotted, the poison dusks begin by sniping from hiding at the PCs. The PCs are flat-footed, and so are likely denied their Dexterity bonus to Armor Class for these attacks. Sniping allows a poison dusk lizardfolk to shoot once, then attempt another Hide check at a –20 penalty (a total modifier of –6). The poison dusks each take their first shot at a warrior or other likely melee combatant, hoping that their poisoned arrows sap the party's strength.

The lizardfolk continue to fire their poisoned arrows each round. If one of the poison dusks falls, the other steps back to use its reed whistle before fleeing into the jungle.

Before combat, the poison dusk lieutenant casts *longstrider* on himself. Like his fellows, the lieutenant has four poisoned arrows ready to fire. He first targets a likely spellcaster (anyone not wearing armor or carrying a large weapon). If he is not spotted, he attempts to snipe at his target, making subsequent Hide checks at a –20 penalty (a total modifier of –2).

Once spotted, the poison dusk lieutenant uses Rapid Shot in an attempt to take down a ranged attacker. If a foe confronts him in melee, he withdraws into the jungle, trusting that his superior movement will let him outrun

REED WHISTLE

This device is a length of hollow reed with a rope affixed to one end. When the reed is spun around at the end of the rope, it emits a flutelike whistle that varies in pitch based on the speed it is spun. The poison dusks use these reed whistles to communicate with each other. Their distinctive tones carry for hundreds of yards through the dense jungle.

The poison dusks practice tones for specific circumstances, and different sequences of notes indicate messages as varied as "under attack," "retreat," and "hunt successful."

Poison Dusk Lieutenant CR 4

Monster Manual III 96
hp 33 (4 HD)

Male poison dusk lizardfolk ranger 4
NE Small humanoid (reptilian)
Init +3; **Senses** low-light vision; Listen +1, Spot +8
Languages Draconic

AC 19, touch 14, flat-footed 16
Fort +7, **Ref** +7, **Will** +2

Speed 30 ft. (6 squares), 40 ft. with *longstrider*
Melee 2 claws +7 each (1d3+2) and bite +5 (1d3+1) or
Melee mwk longsword +7 (1d6+2/19–20) and bite +2 (1d3) or
Ranged mwk composite longbow +9 (1d6+2/×3 plus poison) or
Ranged mwk composite longbow +7/+7 (1d6+2/×3 plus poison) with Rapid Shot
Base Atk +4; **Grp** +2
Attack Options favored enemy humans +2, Point Blank Shot, poison (spotted toadstool venom, DC 16, 1d6 Str/1d6 Con)
Combat Gear 4 doses of spotted toadstool venom
Ranger Spells Prepared (CL 2nd):
1st—*longstrider*†
† Already cast

Abilities Str 14, Dex 17, Con 16, Int 8, Wis 12, Cha 8
SQ animal companion (none at present), chameleon skin, hold breath, poison use, wild empathy +3
Feats Endurance^{B}, Multiattack, Point Blank Shot, Rapid Shot^{B}, Track^{B}
Skills Balance +7, Climb +8, Hide +18, Jump +11 (with *longstrider*), Move Silently +10, Spot +8, Survival +8, Swim +7
Possessions combat gear plus masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows, masterwork buckler, reed whistle, *amulet of natural armor +1*

Chameleon Skin (Ex) Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes, or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on Hide checks.

his opponent. At the same time, he circles around the PCs, taking a shot with his bow when he gets an opening. If he is given a choice, he selects a human target to gain his favored enemy bonus.

If the party overwhelms his lesser allies, the lieutenant continues his skirmishing tactics, taking 1 round to sound his reed whistle if the alarm has not been raised. If he is reduced to 5 or fewer hit points, he flees into the jungle, hoping to make it back to the temple.

DEVELOPMENT

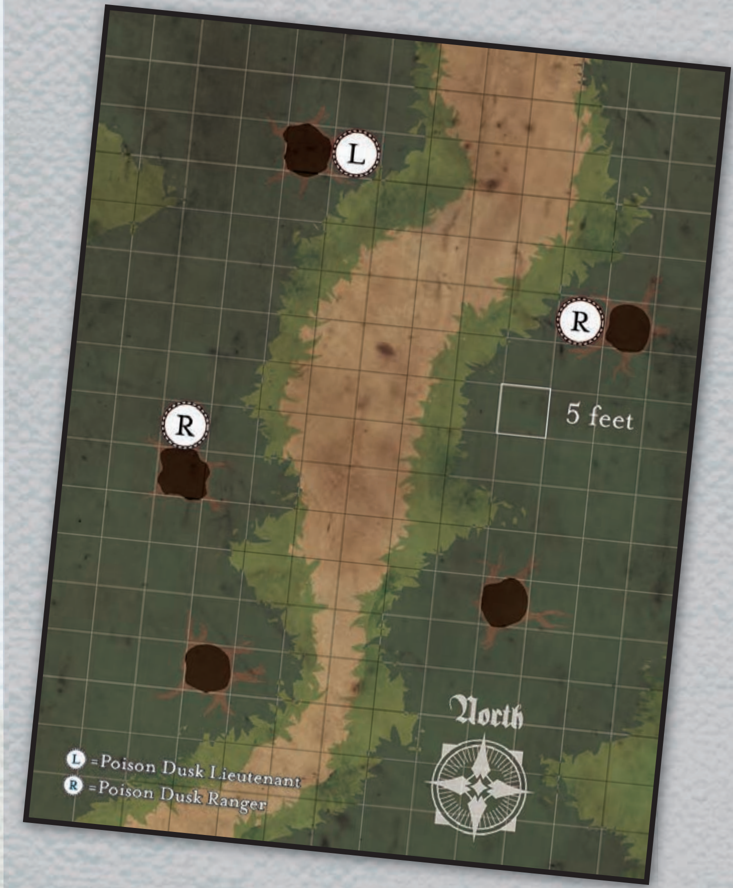
If an alarm is sounded, the rest of the lizardfolk at the temple go on alert. A blackscale lizardfolk is sent up the trail to investigate the scene of combat (use the encounter A4 stat block on page 30). The blackscale arrives 1 minute (6 rounds) after the alarm is first sounded.

Features of the Area

Illumination: Varies by time of day. At night, moonlight provides shadowy illumination throughout the area. The poison dusk lizardfolk have low-light vision.

Jungle: The jungle to both sides of the path contains small trees, ferns, vines, and other ground cover. It is treated as light undergrowth. Creatures standing in a jungle square gain a +2 bonus to Armor Class, a +1 bonus on Reflex saves, and have concealment (20% miss chance). Moving within a jungle square costs 2 squares of movement, and the DCs of Tumble and Move Silently checks in a jungle square are increased by 2.

Trees: Five massive trees in the area each take up an entire 5-foot square. Creatures cannot enter a square with a tree in it. The trees provide cover (+4 AC) to anyone behind them.



POISON DUSK HUTS

Encounter Level 5

SETUP

The poison dusk lizardfolk spend the daylight hours alternating between sunning themselves just outside the huts and resting inside their dwellings. If the alarm has not been raised, two of the poison dusks are near the fire pit while two more are in separate huts. If the temple is on alert, then the four poison dusks conceal themselves just inside the entrances to the huts, watching and listening for any enemy. A DC 25 Spot check allows PCs to see the hidden poison dusks (assume the lizardfolk have taken 10 on their Hide checks). Three of the poison dusk lizardfolk are 2nd-level rangers, while the fourth is a 4th-level ranger lieutenant.

3 POISON DUSK LIZARDFOLK CR 2

Monster Manual III 96
hp 14 each (2 HD)

Male poison dusk lizardfolk ranger 2
NE Small humanoid (reptilian)
Init +2; **Senses** low-light vision; Listen +5, Spot +5
Languages Draconic

AC 17, touch 13, flat-footed 15
Fort +4, **Ref** +5, **Will** +0

Speed 30 ft. (6 squares)
Melee 2 claws +4 each (1d3+1) and bite +2 (1d3) or
Melee mwk longsword +5 (1d6+1/19–20) and bite +2 (1d3) or
Ranged mwk longbow +6 (1d6/×3 plus poison) or
Ranged mwk longbow +4/+4 (1d6/×3 plus poison) with Rapid Shot
Base Atk +2; **Grp** –1
Atk Options favored enemy humans +2, poison (spotted toadstool venom, DC 16, 1d6 Str/1d6 Con)
Combat Gear 4 doses of spotted toadstool venom

Abilities Str 12, Dex 15, Con 12, Int 8, Wis 11, Cha 7
SQ chameleon skin, hold breath, poison use, wild empathy +0
Feats Multiattack, Rapid Shot^{B}, Track^{B}
Skills Balance +5, Climb +5, Hide +15, Jump +5, Move Silently +5, Spot +5, Survival +5, Swim +3
Possessions combat gear plus masterwork longsword, masterwork longbow with 20 arrows, masterwork buckler, reed whistle

Chameleon Skin (Ex) Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes, or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on Hide checks.

POISON DUSK LIEUTENANT CR 4

hp 33 (4 HD)

Male poison dusk ranger 4
NE Small humanoid (reptilian)
Init +3; **Senses** low-light vision; Listen +1, Spot +8
Languages Draconic, Common

AC 19, touch 14, flat-footed 16
Fort +7, **Ref** +7, **Will** +2

Speed 30 ft. (6 squares), 40 ft. with *longstrider*
Melee 2 claws each +7 (1d3+2) and bite +5 (1d3+1) or
Melee mwk longsword +8 (1d6+2/19–20) and bite +5 (1d3+1) or
Melee mwk composite longbow +10 (1d6+2/×3 plus poison) or
Melee mwk composite longbow +8/+8 (1d6+2/×3 plus poison) with Rapid Shot
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +2
Atk Options Rapid Shot
Special Actions favored enemy humans +2
Combat Gear 4 doses of spotted toadstool venom (Fort DC 16, 1d6 Str/1d6 Con)
Ranger Spells Prepared (CL 2nd):
1st—*longstrider*

Abilities Str 14, Dex 17, Con 16, Int 8, Wis 12, Cha 8
SQ chameleon skin, hold breath, poison use, wild empathy
Feats Endurance^{B}, Multiattack, Point Blank Shot, Rapid Shot^{B}, Track^{B}
Skills Balance +7, Climb +8, Hide +18, Jump +11 (with *longstrider*), Move Silently +10, Spot +8, Survival +8, Swim +7
Possessions combat gear plus masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows, masterwork buckler, reed whistle, *amulet of natural armor +1*

Chameleon Skin (Ex) Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes, or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on Hide checks.

If the camp is not on the alert, read:

> *A short reptilian humanoid reclines near one of the small mud huts, barely noticeable due to its shifting, chameleonlike skin. It has a bow within easy reach, next to a large toadstool currently serving as a pincushion for the creature's arrows.*

If the camp is alerted but the PCs make their Spot check, read:

> *Though the huts appear empty, you catch a glimpse of small shadowy figures concealed within each doorway.*

TACTICS

If they have time to prepare, the poison dusks make use of four arrows each coated with spotted toadstool venom. They use Rapid Shot from their fixed positions, letting the PCs come to them in order to force a fight within the small huts' cramped spaces. Treat Medium creatures fighting within the huts as if they were squeezing through a space too small for them (–4 penalty on attack rolls, –4 penalty to AC, each square of movement counts as 2 squares).

If they are forced to leave the huts, the poison dusks will use them to gain cover (+4 AC) from their opponents. They prefer humans to any other targets, but fight all those who approach.

If the alert has not already been sounded and one of the poison dusks falls, one of the others uses his next turn to spin his reed whistle (see the sidebar on page 26).

DEVELOPMENT

If the alarm is sounded (either by these lizardfolk or the sentries in encounter A2), the temple complex goes on alert. Two blackscale lizardfolk warriors arrive to investigate within 2d6 rounds.

The blackscales first target a PC near the periphery of the fight, using Power Attack to try to scare off their foes with a devastating intial assault. (When using Power Attack, a blackscale swings its greatclub with a total attack bonus of +3 for 2d8+14 points of damage.) After the initial round of engagement, each blackscale attempts to strike whichever foe dealt it the most damage during the previous round, though the blackscales will attempt to drink their *potions of cure moderate wounds* if reduced to 10 or fewer hit points.

2 BLACKSCALE LIZARDFOLK CR 3

hp 26 each (4 HD)

NE Large humanoid (reptilian)
Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +4
Languages Draconic

AC 16, touch 9, flat-footed 16
Resist acid 5
Fort +3, **Ref** +4, **Will** +4

Speed 40 ft. (8 squares)
Melee 2 claws +7 each (1d6+4) and bite +5 (1d6+2) or
Melee greatclub +7 (2d8+6) and bite +5 (1d6+2) or
Melee javelin +3 (1d8+4)
Space 10 ft.; **Reach** 10 ft.
Base Atk +4; **Grp** +12
Atk Options Power Attack
Combat Gear *potion of cure moderate wounds*

Abilities Str 19, Dex 10, Con 14, Int 8, Wis 11, Cha 7
SQ hold breath
Feats Multiattack, Power Attack
Skills Balance +5, Jump +12, Spot +4, Swim +10
Possessions combat gear plus each wears draconic jewelry (necklaces, armbands, amulets) worth a total of 750 gp

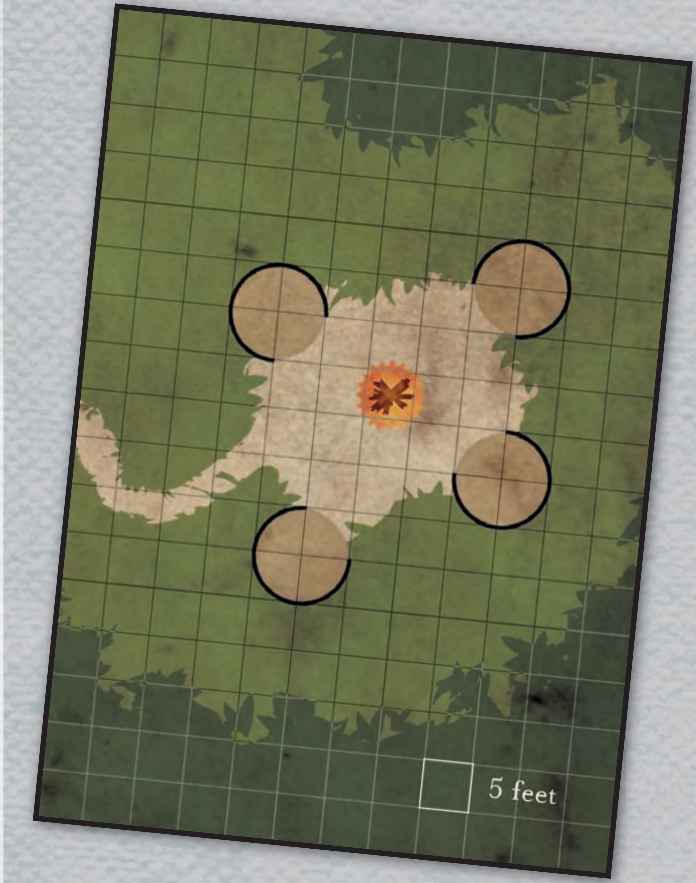
FEATURES OF THE AREA

Illumination: Varies by time of day. At night, a fire burns in the central fire pit, providing bright illumination within 20 feet (including within the huts) and shadowy illumination out to 40 feet. The poison dusk lizardfolk have low-light vision.

Fire Pit: The fire pit is difficult terrain, requiring 2 squares of movement to enter. At night, a fire burns in the pit, dealing 3d6 points of fire damage each round to any creature that enters it. Such creatures must also succeed on a DC 15 Reflex save or catch on fire, taking 1d6 points of fire damage each round until the flames are put out.

Hut: These small mud huts serve as the homes of eight poison dusk lizardfolk. Each hut contains two nestlike bed areas, along with scattered fletching tools and materials.

A search through the bedding reveals a handful of Eberron dragonshards (2d10 per hut, value 1d8 gp each).



BLACKSCALE HUTS

Encounter Level 7

SETUP

If the temple is not on alert when the PCs approach, two blackscale lizardfolk sit outside the huts while two others rest inside. These blackscales are not currently on duty, and so are unaware of the PCs' approach if the party stays off the path and out of direct line of sight. The blackscales notice any PCs approaching along the path and rush out to attack, bellowing a challenge in Draconic.

If the alarm has already been raised, the huts are empty and the blackscales are patrolling in pairs around the temple complex.

A girallon is trapped in the cage behind the blackscale huts, with the lizardfolk debating whether to attempt to train the creature or simply eat it. The girallon howls and hoots if any creature approaches within 5 feet of its cage.

If the alarm has not been raised, read:

> *Two black-scaled lizardfolk, nearly 9 feet tall and half as wide, lounge about on the ground outside the huts. Each is within easy reach of a massive spiked club, but they show no signs that they are aware of your presence.*

4 BLACKSCALE LIZARDFOLK CR 3

Monster Manual III 95
hp 26 each (4 HD)

NE Large monstrous humanoid (reptilian)
Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +4
Languages Draconic

AC 16, touch 9, flat-footed 16
Resist acid 5
Fort +3, **Ref** +4, **Will** +4

Speed 40 ft. (8 squares)
Melee 2 claws +7 each (1d6+4) and bite +5 (1d6+2) or
Melee greatclub +7 (2d8+6) and bite +5 (1d6+2) or
Ranged javelin +3 (1d8+4)
Space 10 ft.; **Reach** 10 ft.
Base Atk +4; **Grp** +12
Atk Options Power Attack
Combat Gear *potion of cure moderate wounds*

Abilities Str 19, Dex 10, Con 14, Int 8, Wis 11, Cha 7
SQ hold breath
Feats Multiattack, Power Attack
Skills Balance +5, Jump +12, Listen +0, Spot +4, Swim +10
Possessions combat gear plus greatclub, javelin, draconic jewelry (750 gp)

If the blackscales are present and attack, read:

> *A black-scaled lizardfolk, nearly 9 feet tall and half as wide, raises its massive spiked club as it charges forward, its companion close behind. Its barking shouts are echoed by similar voices coming from inside the huts.*

TACTICS

The blackscales start by charging into battle. Without a strong leader to direct them to more complicated tactics, the lizardfolk use a straight-up frontal assault. They relish being in the center of battle, and redirect their attacks each round to the PC who dealt them the most damage in the previous round.

The blackscales within the huts emerge 2 rounds after battle begins. If the fight is happening at range, they toss javelins for 1 or 2 rounds before charging forward into the fray.

GIRALLON CAGE

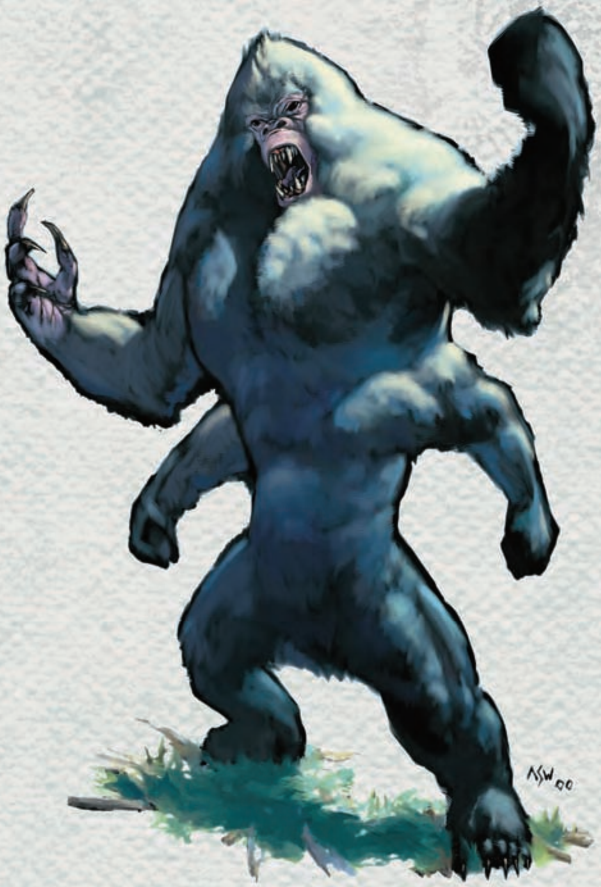
The blackscales have captured a girallon, initially hoping to train it to guard part of the temple complex. In the meantime, they have placed it inside a sturdy wooden cage, barred shut from the outside. The trapped girallon is angry, and it smashes into the side of the cage if anyone approaches within 5 feet.

As the PCs approach the cage, read:

> *A large wooden cage stands just to the west of the clearing. Through the narrow slits between thick plank bars, you can make out a large, white-furred form. With a bestial howl, the creature begins to slam its arms against the bars, the cage shaking with every blow.*

A sturdy log bars the cage door. Unbarring the door requires a DC 15 Strength check or a DC 15 Disable Device check.

The PCs can cause a significant distraction by setting the caged girallon free. If for some reason it cannot attack or see the PCs once they open the cage, it rushes out of the clearing through the blackscale huts. You can choose not to play out the ensuing battle, with the girallon simply taking out two blackscales during its rampage.



Girallon CR 6

Monster Manual 126
hp 58 (7 HD)

N Large magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +1, Spot +6

AC 16, touch 12, flat-footed 15
Fort +7, **Ref** +8, **Will** +5

Speed 40 ft. (8 squares), climb 40 ft.
Melee 4 claws +12 each (1d4+6) and bite +7 (1d8+3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +7; **Grp** +17
Atk Options rend (2d4+12)

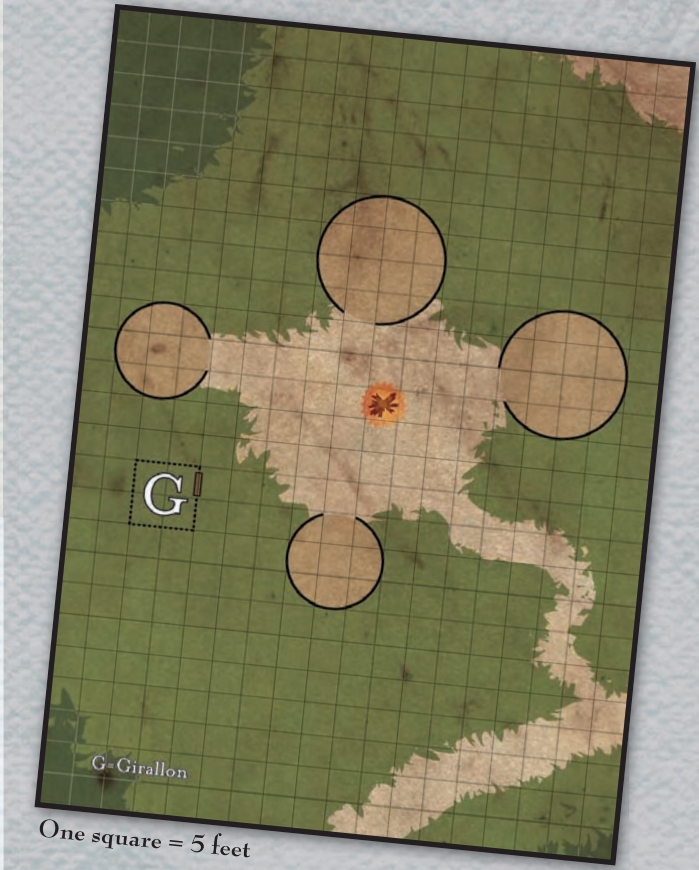
Abilities Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7
Feats Iron Will, Toughness (2)
Skills Climb +14, Move Silently +8, Spot +6

Rend (Ex) A girallon that hits with two or more claw attacks automatically deals an extra 2d4+12 points of damage.

Features of the Area

Illumination: Varies by time of day. At night, a bonfire burns in the fire pit, providing bright illumination within 40 feet (including within the huts) and shadowy illumination out to 80 feet. The blackscales have darkvision out to 60 feet.

Fire Pit: The fire pit is difficult terrain, requiring 2 squares of movement to enter. At night, a bonfire burns in the pit, dealing 3d6 points of fire damage each round to any creature that enters it. Such creatures must also succeed on a DC 15 Reflex save or catch on fire, taking 1d6 points of fire damage each round until the flames are put out.



TACTICS

If the girallon is set free, it attacks the nearest creature ferociously. If the PCs can avoid being seen by the creature, it rushes to attack any blackscale it can see. If the girallon is taken to 15 or fewer hit points, it flees into the jungle.

Temple Portico

Encounter Level 6

SETUP

Two blackscale lizardfolk guards pace between the portico columns, while a dracotaur lurks before the stairs leading to the temple. The PCs automatically see the blackscales, but might not see the dracotaur in the shadows (Spot DC 20). Have the PCs determine how they wish to approach the portico and place them accordingly. Do not place the dracotaur unless he is spotted.

When the PCs climb the portico steps or otherwise reveal their presence, read:

> *Two hulking, black-scaled lizardfolk the size of ogres step out where they have been pacing between the pillars. They raise their metal-banded clubs and charge.*

If the PCs spot the dracotaur, read:

> *At the top of the steps leading into the temple stands a creature with the upper torso of a powerfully built reptilian humanoid and the lower body of a four-legged wingless dragon. Its clawed feet and spiked tail lash the stones as it hefts its longspear and growls a challenge.*

If one of the PCs speaks Draconic:

> *In Draconic, the dracotaur shouts, "Varmystix will destroy you, in the name of the children of night!"*

2 Blackscale Lizardfolk CR 3

Monster Manual III 95
hp 26 each (4 HD)

NE Large monstrous humanoid (reptilian)
Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +4
Languages Draconic

AC 16, touch 9, flat-footed 16
Resist acid 5
Fort +3, **Ref** +4, **Will** +4

Speed 40 ft. (8 squares)
Melee 2 claws +7 each (1d6+4) and
bite +5 (1d6+2) or
Melee greatclub +7 (2d8+6) and
bite +5 (1d6+2)
Ranged javelin +3 (1d8+4)
Space 10 ft.; **Reach** 10 ft.
Base Atk +4; **Grp** +12
Atk Options Power Attack
Combat Gear *potion of cure moderate wounds*

Abilities Str 19, Dex 10, Con 14, Int 8, Wis 11, Cha 7
SQ hold breath
Feats Multiattack, Power Attack
Skills Balance +5, Jump +12, Spot +4, Swim +10
Possessions combat gear plus greatclub, javelin, draconic jewelry (750 gp)

Varmystix CR 3

Monster Manual III 43
hp 28 (3 HD)

Male dracotaur
NE Large dragon
Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6
Languages Draconic

AC 15, touch 10, flat-footed 14
Immune paralysis, *sleep*
Fort +6, **Ref** +4, **Will** +5

Speed 50 ft. (10 squares)
Melee mwk spear +9 (2d6+9/×3) and
bite +3 (1d8+3) and
tail slap +3 (1d8+9)
Space 10 ft.; **Reach** 5 ft. (10 ft. with spear)
Base Atk +3; **Grp** +13
Atk Options Power Attack
Special Actions spit fire (+4 ranged touch)
Combat Gear 2 *potions of bull's strength*†
† 1 potion already used

Abilities Str 23, Dex 12, Con 16, Int 13, Wis 11, Cha 13
Feats Iron Will, Power Attack
Skills Balance +5, Intimidate +7, Jump +18, Knowledge (arcana) +4, Listen +6, Sense Motive +6, Spellcraft +4, Spot +6, Survival +6, Swim +10, Use Magic Device +7
Possessions combat gear plus masterwork spear, small pouch of gems and dragonshards (worth 450 gp)

Spit Fire (Su) Varmystix can spit a glob of fire as a standard action. Once he spits, he cannot spit again for 1 minute. A dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemist's fire. The glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemist's fire, dracotaur spittle does not continue to burn.

TACTICS

Under Varmystix's command, the two blackscales fight in an organized fashion. They attack first using their Power Attack feat, hoping that a solid hit will scare off their foes. If their first attacks are successful, they continue using Power Attack until they miss twice. If their first attacks miss, Varmystix berates them in Draconic for their wildness, and they attack normally.

These blackscales hope to become elite temple guards, and they know that the adepts within can heal them. They continue to fight until they fall.

Before combat, Varmystix drinks one of his *potions of bull's strength* (already figured into his statistics, above). The dracotaur begins combat by spitting fire, aiming for a heavily armored PC or one who stands next to the most allies. He then bounds into combat, making reach attacks with his spear. In most rounds, he tries to position himself to attack a spellcaster or a flanking rogue with his spear, using his bite and tail slap against an adjacent foe. If a foe in melee is particularly hard to hit (AC 18 or higher), Varmystix orders the blackscales to attack that foe as he tries to find a softer target.

Varmystix is loyal to his black dragon masters in the temple, and he will fight to the death. If he is reduced to 0 hit points, he will shout out in confusion before falling, asking in Draconic why the children of night have not come to his aid.

DRAGON ATTACK

If the general alert has been raised before combat begins in this area, there is a 25% chance each round (starting 4 rounds after combat begins) that the black dragon siblings decide to join the fray. If the alarm has not sounded, any combat in this area alerts the black dragons below, but they do not come up to investigate until the sounds of battle subside.

TACTICS

The black dragons use the shaft to engage in hit-and-run tactics on the PCs. One dragon opens the door while the other flies up to attack with its breath weapon, then drops back down the shaft. See the Fighting the Dragons sidebar on page 20 for more information.

Wyvrix and Bheavamos CR 4

Monster Manual 68, 70
hp 52 (7 HD)

Very young black dragon
CE Small dragon (water)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +12, Spot +12
Languages Draconic

AC 17, touch 11, flat-footed 17
Immune acid, paralysis, *sleep*
Fort +6, **Ref** +5, **Will** +5

Speed 60 ft. (12 squares), fly 100 ft. (average), swim 60 ft.; Flyby Attack, Hover
Melee bite +9 (1d6+1) and 2 claws +7 each (1d4)
Base Atk +7; **Grp** +4
Special Actions breath weapon

Abilities Str 13, Dex 10, Con 13, Int 8, Wis 11, Cha 8
SQ water breathing
Feats Flyby Attack, Hover, Improved Initiative
Skills Hide +14, Listen +12, Move Silently +10, Search +9, Spot +12, Swim +9

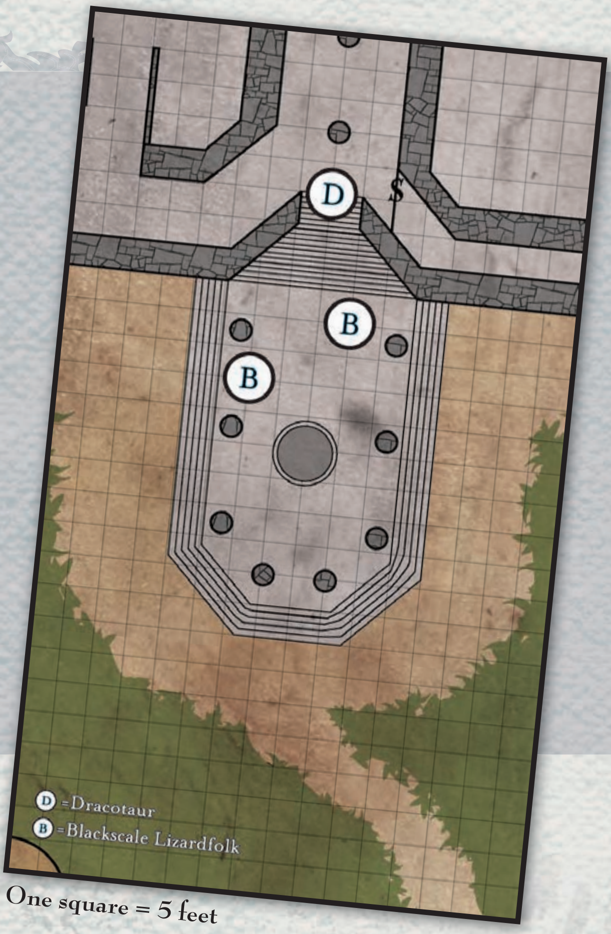
Breath Weapon (Su) 40-ft. line, once every 1d4 rounds, 4d4 acid, Reflex DC 14 half

Features of the Area

Illumination: Varies by time of day. During the day, the area is lit by sunlight. At night, the portico is unlit. The lizardfolk and dracotaur have darkvision out to 60 feet.

Stairs: Moving up each square of steps requires 2 squares of movement, though moving down is not restricted.

Dragon Well: The pit in the center of the portico is a shaft that extends down to the lair of the black dragon siblings. It is normally blocked 20 feet down by a stone door. A creature that falls into the pit takes 2d6 points of damage if the door is closed. If the door is open, a creature falling into the pit takes 4d6 points of damage and is deposited in the dragons' hoard (area A11). See the Fighting the Dragons sidebar on page 20.



SACRIFICE CHAMBER

Encounter Level 6

SETUP

This encounter begins when the PCs draw the notice of the blackscale lizardfolk adepts, either in the adepts' dormitory or in the sacrifice chamber. Have the PCs arrange themselves in the entrance to the dormitory rooms or the larger sacrifice chamber as appropriate. If the alarm has already been raised, place one blackscale adept in one of the dormitory rooms and note the location of another in the sacrifice chamber (place the blackscale there only if the PCs have line of sight to it). If the alarm has not been raised, a third blackscale adept is also in the sacrifice chamber.

The dire wolverine should be placed as indicated. The shaded area on the map indicates the spaces it can move while restricted by the iron chain that binds it.

When the PCs can see the lizardfolk, read:

> *Unlike the more primitive-looking blackscale lizardfolk outside, this specimen wears an ornate breastplate engraved with draconic imagery.*

2 BLACKSCALE LIZARDFOLK ADEPTS — CR 4

Monster Manual III 95
hp 39 each (6 HD)

Male blackscale lizardfolk adept 2
NE Large monstrous humanoid (reptilian)
Init +0; **Senses** darkvision 60 ft.; Listen +5, Spot +9
Languages Common, Draconic

AC 21, touch 9, flat-footed 21
Resist acid 5, *ring of counterspells (fireball;* one adept only)
Fort +3, **Ref** +4, **Will** +9

Speed 40 ft. (8 squares)
Melee 2 claws +8 each (1d6+4) and bite +6 (1d6+2) or
Melee mwk greatclub +10 (2d8+6) and bite +6 (1d6+2)
Ranged javelin +4 (1d8+4)
Space 10 ft.; **Reach** 10 ft.
Base Atk +5; **Grp** +13
Atk Options Power Attack
Combat Gear *potion of cure moderate wounds*
Adept Spells Prepared (CL 2nd):
1st—*command* (DC 13), *protection from good*
0—*detect magic, read magic, touch of fatigue* (+4 melee touch)

Abilities Str 19, Dex 10, Con 14, Int 12, Wis 14, Cha 11
SQ familiar (none at present), hold breath
Feats Multiattack, Power Attack, Weapon Focus (greatclub)
Skills Balance +2, Jump +9, Listen +5, Spot +9, Swim +4
Possessions combat gear plus masterwork greatclub, 2 javelins, masterwork breastplate, *ring of counterspells (fireball;* one adept only)

DIRE WOLVERINE — CR 4

Monster Manual 66
hp 55 (5 HD)

N Large animal
Init +3; **Senses** low-light vision, scent; Listen +7, Spot +7

AC 14, touch 10, flat-footed 11
Fort +10, **Ref** +7, **Will** +5

Speed 30 ft. (6 squares), climb 10 ft.
Melee 2 claws +10 each (1d6+8) and bite +5 (1d8+4)
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +15
Atk Options rage when damage taken (included in stats)

Abilities Str 26, Dex 17, Con 23, Int 2, Wis 12, Cha 10
Feats Alertness, Toughness, Track^{B}
Skills Climb +14, Listen +7, Spot +7

Rage This dire wolverine flies into a rage just before it enters combat. This gives it +4 Strength, +4 Constitution, and –2 AC (already included in the above statistics). The creature cannot end its rage voluntarily.

If the lizardfolk can see the PCs, read:

> *You see the creature suddenly startled as it spots you. With a hiss, it snatches up a nearby greatclub and readies for battle. A response to its shout can be heard from the adjacent chamber.*

If one of the PCs speaks Draconic:

> *In Draconic, the blackscale shouts, "Death for the Black Lord Rhashaak!"*

TACTICS

If the blackscale adepts are aware of the PCs before the encounter begins, they cast *protection from good* (giving them +2 to AC and on saves against good-aligned PCs). At the outset of combat, an adept uses *command* to force a hopefully weak-willed fighter or rogue to "halt," "drop," or "fall."

A blackscale adept uses its *potion of cure moderate wounds* if it is reduced to 10 or fewer hit points, moving back to draw the PCs into range of the dire wolverine. If it takes further damage, it tries to escape through the secret door and run to the high priest in the altar chamber.

The dire wolverine attacks any nonblackscale that comes within reach. The chain around the wolverine is 20 feet long, allowing the beast to move up to 4 squares away from the point on the wall where it is fastened.

Because the dire wolverine is trained to defend the blackscales, it flies into a rage before combat begins and lunges at the nearest member of the party. If that PC happens to be beyond the reach of the chained beast, the sudden strain on the iron chain might cause it to break (Strength DC 26).

The raging dire wolverine has a Strength bonus of +8, and it gets an additional +2 bonus on its first attempt to break the chain because it gets a running start.

The wolverine fights until it is slain.

CALMING THE WOLVERINE

As long as its blackscale masters are present, the dire wolverine is overtly hostile to the PCs. However, if the lizardfolk are dispatched, a character with the wild empathy class feature (such as a druid or ranger) can attempt to calm the wolverine to prevent it from attacking. Doing so takes 1 minute, so is more likely to be attempted once combat is complete. Without a blackscale lizardfolk present, the wolverine's starting attitude is unfriendly. It can be improved to indifferent with a DC 15 wild empathy check. Once indifferent, the wolverine will not attack unless it is attacked first.

If the general alert has been raised before combat begins in this area, there is a 25% chance each round (starting 4 rounds after combat begins) that the black dragon siblings decide to join the fray. If the alarm has not sounded, any combat in this room alerts the black dragons below, but they do not come up to investigate until the sounds of battle subside.

TACTICS

The black dragons use the shaft to engage in hit-and-run tactics on the PCs. One dragon opens the door while the other flies up to attack with its breath weapon, then drops back down the shaft. See the Fighting the Dragons sidebar on page 20 for more information.

WYVRIX AND BHEAVAMOS — CR 4

Monster Manual 68, 70
hp 52 (7 HD)

Very young black dragon
CE Small dragon (water)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +12, Spot +12
Languages Draconic

AC 17, touch 11, flat-footed 17
Immune acid, paralysis, *sleep*
Fort +6, **Ref** +5, **Will** +5

Speed 60 ft. (12 squares), fly 100 ft. (average), swim 60 ft.; Flyby Attack, Hover
Melee bite +9 (1d6+1) and 2 claws +7 each (1d4)
Base Atk +7; **Grp** +4
Special Actions breath weapon

Abilities Str 13, Dex 10, Con 13, Int 8, Wis 11, Cha 8
SQ water breathing
Feats Flyby Attack, Hover, Improved Initiative
Skills Hide +14, Listen +12, Move Silently +10, Search +9, Spot +12, Swim +9

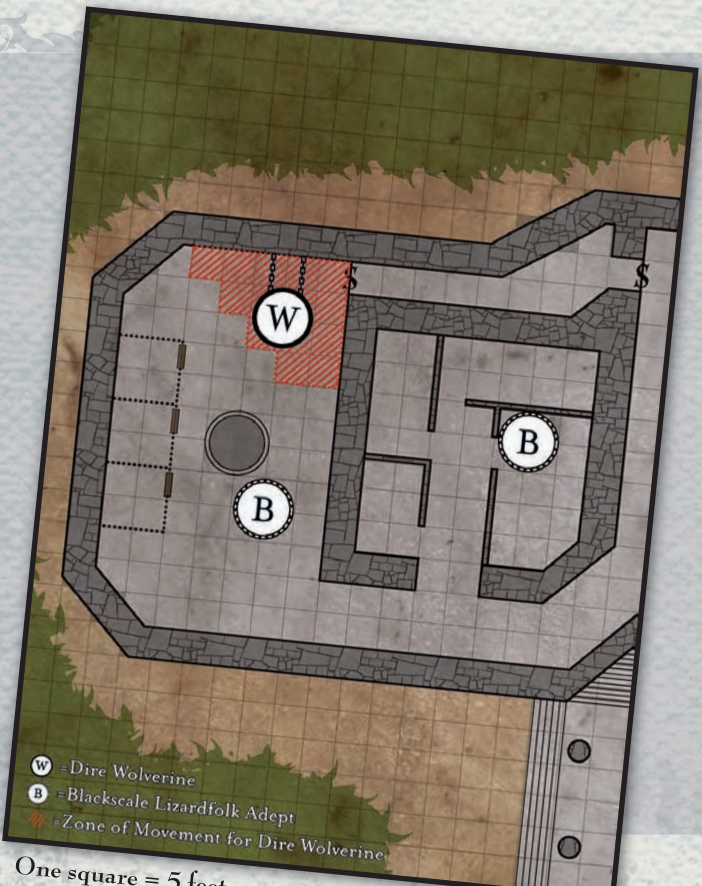
Breath Weapon (Su) 40-ft. line, once every 1d4 rounds, 4d4 acid, Reflex DC 14 half

FEATURES OF THE ROOM

Illumination: Varies by time of day. During the day, the chamber is lit by sunlight streaming in through the high windows. At night, the room is dark. The blackscale lizardfolk have darkvision out to 60 feet, and the dire wolverine can detect intruders by scent (*MM* 314).

Secret Door: Search DC 20. A pressure plate is built into the floor in front of the door. When sufficient weight is applied (150 pounds or more), the wall swings inward freely. The door is hinged so that it automatically closes at the end of the turn in which it opens. The blackscales can move safely past the dire wolverine and through the secret door at full speed (though they can move at only half speed along the narrow secret corridor). The door then immediately closes behind them. Other creatures need to spend at least 1 round searching for the door in order to activate it.

Dragon Well: The pit in the center of the portico is a shaft that extends down to the lair of the black dragon siblings. It is normally blocked 20 feet down by a stone door. A creature that falls into the pit takes 2d6 points of damage if the door is closed. If the door is open, a creature falling into the pit takes 4d6 points of damage and is deposited in the dragons' hoard (area A11). See the Fighting the Dragons sidebar on page 20.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W =Dire Wolverine
B =Blackscale Lizardfolk Adept
▨ =Zone of Movement for Dire Wolverine

One square = 5 feet

ALTAR CHAMBER

Encounter Level 8

SETUP

The PCs likely enter this area from the main hallway, though they can also come through the secret passageway or climb through the windows. If the blackscale inhabitants are not yet aware of the party's presence, they are in the midst of a ceremony. The high priest is at the altar, flanked by his two adept servants. The adepts have a chance to notice the PCs' entrance (Listen +0, Spot +4), but the high priest is focused on his rite.

If the alarm has been raised, one blackscale adept waits just inside the chamber entrance, out of sight around the corner. The other stands between the pit and the altar, while the high priest (under the effect of *invisibility*) waits in the vestry. The blackscale around the corner has no patience for stealth, and it attacks with no attempt to surprise the party.

If the alarm has been raised, read:

> *As you edge along the corridor, a dark shape suddenly looms before you, a massive club in its scaly hands. This blackscale wears robes, but its bulk suggests armor beneath the cloth. From across the chamber, a second lizardfolk lurches toward you.*

BLACKSCALE HIGH PRIEST CR 7

Monster Manual III 95
hp 61 (10 HD)

Male blackscale lizardfolk adept 6
NE Large monstrous humanoid (reptilian)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +6
Languages Draconic

AC 22, touch 9, flat-footed 22
Resist acid 5, *brooch of shielding*
Fort +8, **Ref** +7, **Will** +12]

Speed 40 ft. (8 squares)
Melee 2 claws +11 each (1d6+5) and bite +9 (1d6+2) or
Melee *+1 greatclub* +13/+8 (2d8+8) and bite +9 (1d6+2)
Space 10 ft.; **Reach** 10 ft.
Base Atk +7; **Grp** +16
Atk Options Power Attack
Combat Gear *potion of cure moderate wounds*
Adept Spells Prepared (CL 6th):
2nd—*bear's endurance, invisibility*
1st—*bless, protection from good, burning hands* (DC 13)

Abilities Str 20, Dex 10, Con 14, Int 8, Wis 15, Cha 10
SQ familiar (none at present), hold breath
Feats Great Fortitude, Multiattack, Power Attack, Weapon Focus (greatclub)
Skills Balance +2, Jump +10, Knowledge (religion) +5, Listen +2, Spot +6, Swim +5
Possessions combat gear plus *+1 greatclub, +1 breastplate, brooch of shielding* (80 points remaining), *cloak of resistance +1*

2 BLACKSCALE LIZARDFOLK ADEPTS CR 4

Monster Manual III 95
hp 39 each (6 HD)

Male blackscale lizardfolk adept 2
NE Large monstrous humanoid (reptilian)
Init +0; **Senses** darkvision 60 ft.; Listen +5, Spot +9
Languages Common, Draconic

AC 21, touch 9, flat-footed 21
Resist acid 5
Fort +3, **Ref** +4, **Will** +9

Speed 40 ft. (8 squares)
Melee 2 claws +8 each (1d6+4) and bite +6 (1d6+2) or
Melee mwk greatclub +10 (2d8+6) and bite +6 (1d6+2)
Ranged javelin +4 (1d8+4)
Space 10 ft.; **Reach** 10 ft.
Base Atk +5; **Grp** +13
Atk Options Power Attack
Combat Gear *potion of cure moderate wounds, wand of cure moderate wounds* (34 charges, one adept only)
Adept Spells Prepared (CL 2nd):
1st—*command* (DC 13), *protection from good*
0—*detect magic, read magic, touch of fatigue* (+4 melee touch)

Abilities Str 19, Dex 10, Con 14, Int 12, Wis 14, Cha 11
SQ familiar (none at present), hold breath
Feats Multiattack, Power Attack, Weapon Focus (greatclub)
Skills Balance +2, Jump +9, Listen +5, Spot +9, Swim +4
Possessions combat gear plus masterwork greatclub, 2 javelins, masterwork breastplate

If the alarm has not been raised, read:

> *Three massive lizardfolk are engaged in some ritual involving incense and a chorus of hissing. All three blackscales wear robes, though the bulk of the folds suggest armor beneath the cloth. The creature in the center wears a gold-inlaid chasuble over his robes, and appears to be leading the trio in their ceremony.*

If the blackscales notice the entrance of the PCs:

> *With a start, one of the blackscales turns toward you, his eyes widening with surprise as he angrily hisses.*

If one of the PCs speaks Draconic:

> *In Draconic, the blackscale shouts, "Enemies, my lord!"*

TACTICS

If the blackscale adepts are aware of the PCs before the encounter begins, they cast *protection from good* (giving them +2 to AC and on saves against good-aligned PCs). At the outset of combat, an adept uses *command* to force a hopefully weak-willed fighter or rogue to "halt," "drop," or "fall."

The blackscale adepts use their *potions of cure moderate wounds* if one of them is reduced to 10 or fewer hit points. They do not flee as long as the high priest remains alive.

If he is not prepared to face the defilers of his sacred temple, the high priest directs his adepts forward to attack as he casts *invisibility*, then moves into the vestry. From there, he attempts to cast *bless*, *protection from good*, and *bear's endurance* (in that order) unless he is attacked. If the alarm has been raised, his spells are already cast, and he waits invisible in the vestry.

Once he begins fighting, the high priest shouts for the dragons' aid, beseeching them in Draconic to "Defend the temple of your father!" He targets any obvious clerics, taking advantage of his reach and position to avoid flanking attacks. If he is reduced to 15 or fewer hit points, he attempts to flee through the secret door and out of the temple.

DRAGON ATTACK

If the general alert has been raised before combat begins in this area, there is a 25% chance each round (starting 4 rounds after combat begins) that the black dragon siblings decide to join the fray. If the alarm has not sounded, any combat in this room alerts the black dragons below, but they do not come up to investigate until the sounds of battle subside.

TACTICS

The black dragons use the shaft to engage in hit-and-run tactics on the PCs. One dragon opens the door while the other flies up to attack with its breath weapon, then drops back down the shaft. See the Fighting the Dragons sidebar on page 20 for more information.

WYVRIX AND BHEAVAMOS — CR 4

Monster Manual 68, 70
hp 52 (7 HD)

Very young black dragon
CE Small dragon (water)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +12, Spot +12
Languages Draconic

AC 17, touch 11, flat-footed 17
Immune acid, paralysis, *sleep*
Fort +6, **Ref** +5, **Will** +5

Speed 60 ft. (12 squares), fly 100 ft. (average), swim 60 ft.; Flyby Attack, Hover
Melee bite +9 (1d6+1) and 2 claws +7 each (1d4)
Base Atk +7; **Grp** +4
Special Actions breath weapon

Abilities Str 13, Dex 10, Con 13, Int 8, Wis 11, Cha 8
SQ water breathing
Feats Flyby Attack, Hover, Improved Initiative
Skills Hide +14, Listen +12, Move Silently +10, Search +9, Spot +12, Swim +9

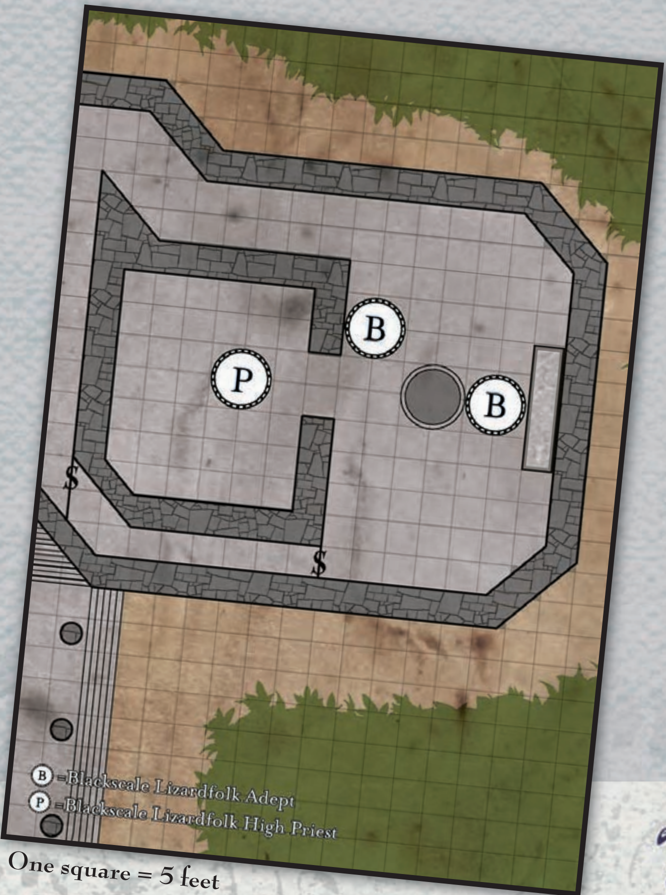
Breath Weapon (Su) 40-ft. line, once every 1d4 rounds, 4d4 acid, Reflex DC 14 half

FEATURES OF THE ROOM

Illumination: Varies by time of day. During the day, the chamber is lit by sunlight streaming in through the high windows. At night, ceremonial candles from the priest's quarters illuminate the vestry and provide shadowy illumination throughout the altar chamber. The blackscales have darkvision out to 60 feet.

Secret Door: Search DC 20. A pressure plate is built into the floor in front of the door. When sufficient weight is applied (150 pounds or more), the wall swings inward freely. The door is hinged so that it automatically closes at the end of the turn in which it opens. The blackscales can move through the secret door at full speed (though they can move at only half speed along the narrow secret corridor). The door then immediately closes behind them. Other creatures need to spend at least 1 round searching for the door in order to activate it.

Dragon Well: The pit in the center of the portico is a shaft that extends down to the lair of the black dragon siblings. It is normally blocked 20 feet down by a stone door. A creature that falls into the pit takes 2d6 points of damage if the door is closed. If the door is open, a creature falling into the pit takes 4d6 points of damage and is deposited in the dragons' hoard (area A11). See the Fighting the Dragons sidebar on page 20.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B =Blackscale Lizardfolk Adept
P =Blackscale Lizardfolk High Priest

One square = 5 feet

DRAGONS' HOARD

Encounter Level 6

SETUP

This layout describes the likely location of the final battle with the black dragon siblings. An encounter with the dragons in this location will vary based on the PCs' approach to the chamber and whether they have already fought the dragons aboveground. Place the party and the dragons as appropriate.

If the PCs have managed to make it this far without having the alarm raised, or if Wyvrix and Bheavamos are badly injured from previous skirmishes, place the dragons somewhere near their treasure hoard.

WYVRIX AND BHEAVAMOS CR 4

Monster Manual 68, 70
hp 52 (7 HD)

Very young black dragon
CE Small dragon (water)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +12, Spot +12
Languages Draconic

AC 17, touch 11, flat-footed 17
Immune acid, paralysis, *sleep*
Fort +6, **Ref** +5, **Will** +5

Speed 60 ft. (12 squares), fly 100 ft. (average), swim 60 ft.; Flyby Attack, Hover
Melee bite +9 (1d6+1) and 2 claws +7 each (1d4)
Base Atk +7; **Grp** +4
Special Actions breath weapon

Abilities Str 13, Dex 10, Con 13, Int 8, Wis 11, Cha 8
SQ water breathing
Feats Flyby Attack, Hover, Improved Initiative
Skills Hide +14, Listen +12, Move Silently +10, Search +9, Spot +12, Swim +9

Breath Weapon (Su) 40-ft. line, once every 1d4 rounds, 4d4 acid, Reflex DC 14 half

TACTICS

The black dragons are masters of flyby tactics. While one uses its breath weapon to make strafing runs against groups of PCs, the other makes bite attacks against characters who split off from the group.

When they breathe their 40-foot line of acid, the dragons try to ensure that a spellcaster or ranged attacker is included in the area. When attacking in melee, they use their Hover feat to stay 5 feet above the ground, preventing flanking by nonflying opponents.

In their lair, the dragons fight until one of the two is slain. Once one dragon is slain, the other flees if reduced to 15 or fewer hit points, opening one of the shafts before flying out and away from the temple. If the PCs have somehow sealed the shafts, the dragons fight to the death.

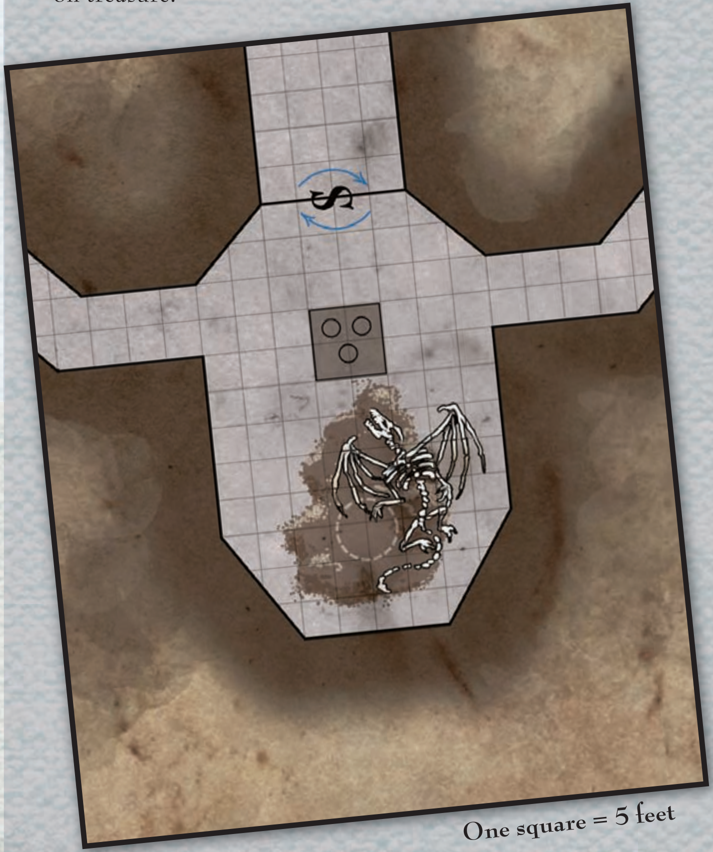
FEATURES OF THE ROOM

Illumination: Varies. The room contains no source of illumination, but if one of the shafts above is open during daylight hours, bright light shines down in a 30-foot radius beneath it. If the shaft in the main chamber is opened, shadowy illumination fills the rest of the room. The dragons have blindsense out to 60 feet and darkvision out to 120 feet.

Shaft Controls: The stone platform in the center of the chamber has three circular dials, each of which can be turned as a standard action with a DC 10 Strength check. The dials correspond to the stone doors in the three shafts leading up from this lower level. A mark along one edge of each dial indicates the position of the doors. When the marking faces toward the center of the stone platform, the door is closed; if the mark faces away from the center, the door is open.

Treasure Hoard: A *necklace of fireballs* rests on the top of the treasure pile. If the pile is in the area of an attack that deals fire damage, the necklace detonates unless it makes a successful Reflex save (with a +7 bonus). The necklace deals 34d6 points of fire damage to all creatures within 20 feet if it explodes.

See the area description on page 19 for more information on treasure.



One square = 5 feet

SECRET PASSAGEWAY

Encounter Level 5

SETUP

The corridor leading north from the dragons' lair is a trap that can be activated by multiple triggers. This encounter begins once the PCs spring the trap, either by stepping on the pressure plate at the end of the hall or by pulling the lever next to the portcullis. Ask the players for a marching order to establish where the PCs stand while they move down the hallway and how far characters stay behind the lead PC.

Once the trap is sprung, use a straight edge to represent the wall that moves toward the PCs.

When the trap is sprung, read:

> *Suddenly the floor rumbles and a grinding sound rises from beneath the stones. With a resounding boom, the revolving wall at the hallway's entrance slams shut. The sound of stone grating on stone fills your ears, and you realize that the wall is moving toward you.*

The door cannot be spiked or held open. It revolves clockwise as it shuts. Characters standing in its path must make a DC 20 Reflex save or take 1d6 points of damage as the door slams into them, knocking them to one side or the other. Characters who make their saves can decide which side of the door they wish to be on after it closes.

CORRIDOR TRAP

The wall at the end of the corridor moves at a rate of 10 feet per round until it slams up against the portcullis, crushing any creatures that remain in the hallway.

Sliding Wall Trap: CR 5; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25, Disable Device DC 25); wall moves toward portcullis (10d6, crush); multiple targets (all targets in corridor); never miss; Search DC 21; Disable Device DC n/a.

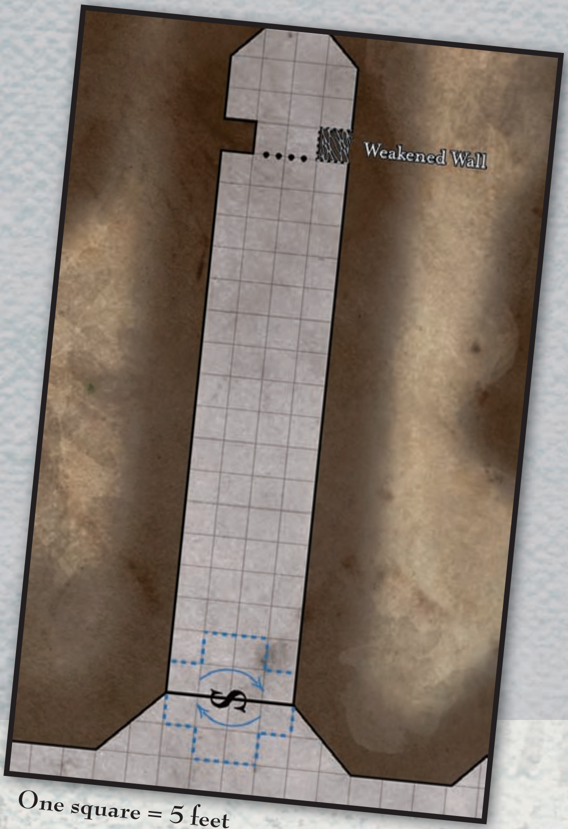
The PCs have a few options to escape the trap:

- *Break the Portcullis:* Damaging the portcullis is an option, but might require more time than the PCs have. Hardness 10, 60 hp; DC 25 Strength check to break.
- *Break Through the Wall:* Searching the wall to the right of the portcullis reveals a section that appears weakened, with bits of stone and masonry on the floor on both sides of the bars. A character can attempt to break through the wall with a DC 20 Strength check. For each successive attempt made by any character, the DC decreases by 1 as the wall is weakened further.
- *Find the Opening Mechanism:* The mechanism for operating the portcullis is hidden behind a secret panel in the wall to the left of the gate. A DC 25 Search check reveals the panel, behind which is an ancient winch wheel and several levers controlling the trap and gate. A DC 25 Disable Device check stops the wall's advance and automatically raises the gate. After 1 round, the wall begins to move back to its original position at a rate of 5 feet per round.
- *Slow the Wall's Progress:* Though it is not an escape, the PCs can delay death by trying to slow the wall down. Hammering a spike into the wall (a full-round action) has a 25% chance of slowing the moving wall's progress by 1 round.
- *Other Options:* The PCs can use spells such as *gaseous form* or minor teleportation magic to get through the portcullis, or even spells such as *reduce*. Tiny creatures can squeeze through the bars with a DC 15 Escape Artist check.

A resourceful PC might try to block the wall with a spell such as *wall of stone*, but even that will hold only temporarily. The moving wall deals 10d6 points of damage each round to any obstacle in its path, slowly pushing through even rock. Nothing short of a *wall of force* can stop its progress.

FEATURES OF THE ROOM

Illumination: The hallway is not lit.



One square = 5 feet

CHAIN BRIDGE

Encounter Level 7

SETUP

The PCs approach the room from the south. Before the encounter begins, have the players indicate their characters' positions within the room. Once a PC steps onto the first moving platform, the canoloth guardians immediately appear on the central platform and prepare to attack. Place the canoloths in the indicated positions and roll for initiative.

When a PC steps onto the first platform, read:

> *A spark of orange light traces an edged sigil on the ceiling over the center of the chamber, and you hear two distinct popping sounds. Two massive armored quadrupeds, larger than mastiffs, now stand on the central platform, sniffing the air and scraping the floor with deadly-looking claws. One of the creatures turns its eyeless head in your direction as it lets out a barking growl.*

TACTICS

The canoloths attack as soon as they appear. Their imprisonment has weakened them somewhat, and they are unable to employ their spell-like or summoning abilities. However, they remain formidable opponents.

On the first round, a canoloth attacks the nearest PC with its tongue (it can reach a foe up to 20 feet away). If it hits, it uses improved grab to pull that PC into its space, then makes an immediate bite attack. Both canoloths then try to devour the PC, using their tongues to fight a tug-of-war with their unfortunate victim. Despite the ease with which the creatures might simply drop a character into the lava below, centuries of captivity have left them starving and desperate to feed.

If the PCs attempt to stay in the southern end of the room and use ranged weapons against the canoloths, the creatures retreat to the far wall, gaining cover (+4 AC) behind the statues. If the PCs do not advance within 2 rounds, the creatures use their +21 bonus on Jump checks to leap the chasm and attack. The canoloths are bound to this chamber, however. If the PCs flee into the corridor, the creatures return to their position on the central platform.

2 CANOLOTHS CR 5

Monster Manual III 200
hp 51 each (6 HD); **DR** 5/good

NE Medium outsider (evil, extraplanar, yugoloth)
Init +4; **Senses** blindsight 40 ft.; Listen +12, Spot +12
Languages Abyssal, Draconic, Infernal, telepathy 100 ft.

AC 18, touch 10, flat-footed 18
Immune gaze attacks, visual effects, sight-based illusions, poison, acid
Resist cold 10, fire 10, electricity 10; **SR** 18
Fort +9, **Ref** +5, **Will** +8

Speed 50 ft. (10 squares)
Melee tongue +11 (1d4+4 plus paralysis) and bite +8 (2d6+2)
Space 5 ft.; **Reach** 5 ft. (tongue up to 20 ft.)
Base Atk +6; **Grp** +10
Atk Options improved grab, paralysis (Fortitude DC 17, 1 round)

Abilities Str 19, Dex 10, Con 19, Int 5, Wis 17, Cha 12
Feats Improved Initiative, Multiattack, Track^{B}, Weapon Focus (tongue)
Skills Hide +5, Intimidate +10, Jump +21, Listen +12, Move Silently +4, Spot +12

Improved Grab (Ex) To use this ability, a canoloth must hit with its tongue attack. It can pull a grabbed opponent of Medium or smaller size into its mouth in the same round and make a bite attack. A canoloth can establish a hold with a successful attack even if the victim is not paralyzed.

Special The canoloths in this encounter are unable to use their normal spell-like abilities or their ability to summon other yugoloths. In addition, the canoloth's paralysis ability is weakened and able to paralyze opponents only for a very short duration.

CENTRAL SPAN

The platform in the center of the room is secured by four thick chains (hardness 10, 60 hp). In the ceiling 15 feet above the center of the platform is a Khyber dragonshard that serves as the canoloths' prison. Scaling the chains is easy (a DC 10 Climb check), but a character must then move upside down along the ceiling (a DC 25 Climb check) or use a reach weapon to attack the shard. The magically reinforced dragonshard has hardness 15 and 30 hit points. Destroying the dragonshard prevents the canoloths from returning the following day, but the canoloths immediately target any PC who threatens the shard.

CHAIN PLATFORMS

Two mobile platforms hang from the ceiling, each suspended by four thick chains (hardness 10, 60 hp). Four smaller chains hang down loose from the ceiling at regular intervals, such that two of the chains presently hang over the centers of the platforms. From each platform, these chains are within easy reach of a Medium creature (a DC 10 Jump check for a Small creature). When pulled, a chain causes the platform to magically swing toward either the north or the south at 10 feet per round.

A swinging platform automatically slows to a stop when it rises to reach the space adjacent to another floor (such as the central span or the southern end of the room). At that location, it will be beneath the chain that can be pulled to move it back to its original position. Pulling a chain is a move action. Each platform can move only once per round.

In lieu of flying or using a moving platform to cross the room, a PC might attempt to jump the distance. The distance between platforms is only 10 feet, and PCs have enough room to take a running start (a DC 10 Jump check). Characters might also attempt to climb along the underside of the rough ceiling (a DC 25 Climb check). However, a failed check on a Jump or Climb attempt means an 80-foot fall (8d6 points of falling damage) to the molten lava below. The fall deals 8d6 points of damage, and immersion in the lava deals another 20d6 points of fire damage to anyone that does not have resistance or immunity to fire. For more on lava dangers, see *DMG* 304.

DEVELOPMENT

If the PCs return to the room the next day, the canoloths attack again. Even if the creatures are defeated, their dragonshard prison allows them to re-form in the chamber 24 hours after their initial destruction. Only destroying the dragonshard can prevent them from reappearing.

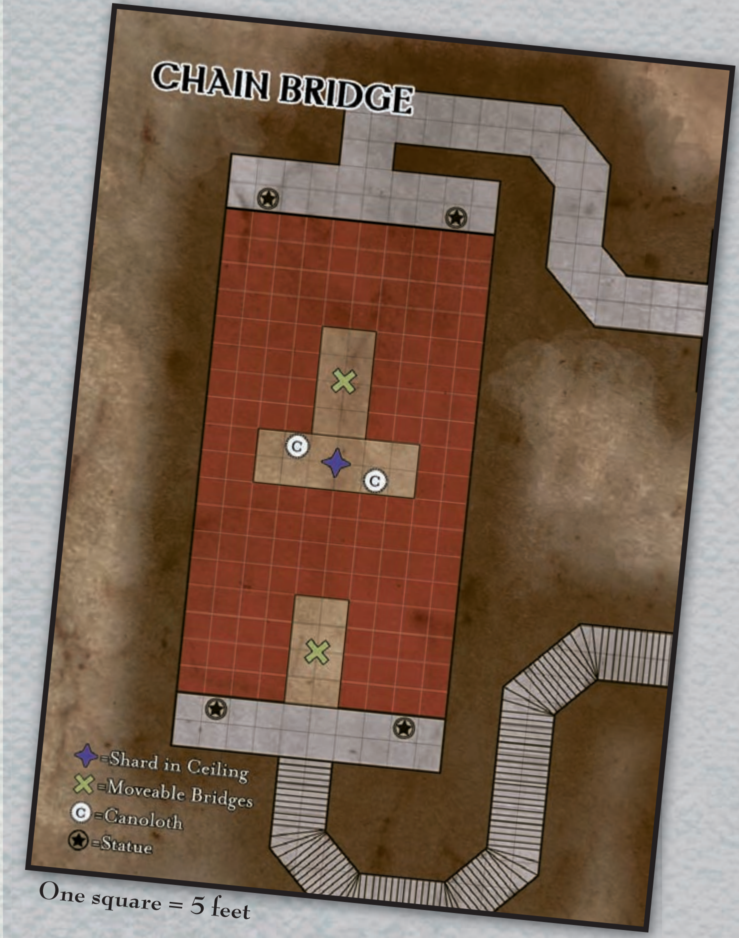
FEATURES OF THE ROOM

Illumination: Molten lava 80 feet below the chain bridges provides shadowy illumination throughout the area. The canoloths have blindsight out to 40 feet.

Statues: The four statues are each 8 feet tall and made of solid stone. A rope anchored to a statue could support the weight of up to 4 PCs.

Walls: The walls of the chamber over the rift are made of hewn stone. As an alternative to crossing this chamber via the chain bridges, a character might traverse the wall using the Climb skill (DC 20).

Falling: Falling into the molten lava 80 feet below is likely certain death. Allow a character who falls from a bridge or ledge a DC 15 Reflex save to catch the edge of a platform. A successful DC 10 Climb check as a move action is then sufficient for the PC to pull himself back up onto the platform. A PC who falls takes 4d6 points of damage from the impact into the molten rock, and then 20d6 points of fire damage each round he remains in the lava. For more information, see Lava Effects, *DMG* 304.



One square = 5 feet

THE GRINDER

Encounter Level 7

SETUP

The PCs begin this encounter at the west side of the room. The blades are the primary obstacle the party must overcome, but once a PC moves 20 feet into the room, another danger presents itself: a pair of small but dangerous persistent harriers. Give the PCs as much time as they need to assess the movement of the blades and come up with options for navigating the chamber.

SPINNING BLADED COLUMN

Numerous razor-sharp blades are attached to the two rapidly spinning central columns in the room. A character who approaches within 10 feet of a column takes 4d6 points of damage (Reflex DC 15 half); characters adjacent to the column take the same damage with no save. A character is subject to additional damage each round at the beginning of his turn as long as he remains within 10 feet of a spinning column.

When measuring distance from the column, count diagonals as 1 square each (as if a column was a creature with 10-foot reach).

The persistent harriers are not affected by the columns as long as they remain 2 squares away. If a persistent harrier stands adjacent to a column (or if it is held there), it takes damage as normal.

The mechanism driving the columns cannot be disabled using the Disable Device skill. Each column has hardness 10 and 150 hit points.

HORIZONTAL BLADES

A blade slices out in a horizontal plane from a channel set into the wall.

Any character who enters the semicircular zone of a horizontal blade is subject to a slashing blade attack (+7 melee, 1d8+3/18–20/×2). Each slashing blade is considered magic for the purpose of overcoming damage reduction. A character in range of a blade is subject to an additional attack each round at the beginning of his turn unless he drops prone. A prone or crawling character is not subject to horizontal blade attacks, but will be targeted by the persistent harriers (see below).

While prone, a rogue can attempt a Disable Device check (2d4 rounds, DC 22) to disarm a horizontal blade, but failure by 5 or more means that the character is automatically hit by the blade. Characters can also attempt to sunder a blade. Each blade has hardness 11, 15 hp, a +4 bonus against sunder attempts (for a total bonus on the attack roll of +11), and is considered a Medium creature. A character who attempts to sunder a blade but does not destroy it is subject to an immediate attack unless he is prone.

VERTICAL BLADES

Lines on the map denote the channels through which blades slice in a vertical plane. Any character who crosses such a line is subject to a vertical blade attack (+7 melee, 1d8+3/18–20/×2). Each slashing blade is considered magic for the purpose of overcoming damage reduction. A character can spend 1 round to carefully time an attempt to cross a vertical blade channel. If he succeeds on a DC 15 Dexterity check or a DC 15 Tumble check in the next round, he can move 5 feet and avoid the blade's attack.

A flying character is subject to vertical blade attacks as additional blades strike from the ceiling.

A rogue adjacent to a vertical blade channel can attempt a Disable Device check (2d4 rounds, DC 22) to disarm a vertical blade, but failure by 5 or more means that the character is automatically hit by the blade. Characters can also attempt to sunder a blade. Each blade has hardness 11, 15 hp, a +4 bonus against sunder attempts (for a total bonus on the attack roll of +11), and is considered a Medium creature. A character who attempts to sunder a blade but does not destroy it is subject to an immediate attack.

When a PC moves more than 20 feet into the room, read:

> *As your mind attempts to track the spinning blades, you catch new movement out of the corner of your eye. Two panels on either side of the chamber have opened, from which two bipedal constructs emerge. The constructs are barely 3 feet tall, but they bristle with spikes and needles. As they enter the chamber, their hops and tumbles seem perfectly synchronized with the spinning blades.*

2 ADVANCED PERSISTENT HARRIERS — CR 4

Magic of Eberron 153
hp 32 each (4 HD)

N Small construct
Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 20, touch 14, flat-footed 17
Immune construct immunities (*MM* 307)
Fort +1, **Ref** +4, **Will** +1

Speed 40 ft. (8 squares)
Melee spike +7 (1d6+1)
Base Atk +3; **Grp** +0
Atk Options sneak attack +2d6

Abilities Str 12, Dex 17, Con —, Int 10, Wis 11, Cha 7
SQ construct traits (*MM* 307)
Feats Acrobatic, Weapon Finesse
Skills Balance +5, Jump +16, Listen +0, Spot +0, Tumble +14

TACTICS

The persistent harriers are smart enough to focus their attacks on prone targets, and they use their Tumble skill to take up flanking positions in order to sneak attack. Since they are not hindered by the blades in the room, they use movement to their advantage, trying to draw foes into danger.

In the first round, both harriers move to the same target and establish flanking positions (use the same initiative for both harriers). In the next round, both will sneak attack, then tumble away in order to set up an attack on another target in the following round. By switching targets, they try to force enemies deeper into the room. The harriers try not to end up adjacent to more than one target.

The persistent harriers fight until destroyed. Even then, some of their pieces continue to twitch or crawl.

DOOR

A triple-locked solid stone door blocks the end of the grinder. Each of the three locks requires a separate DC 25 Open Lock check. The door has hardness 8 and 60 hit points.

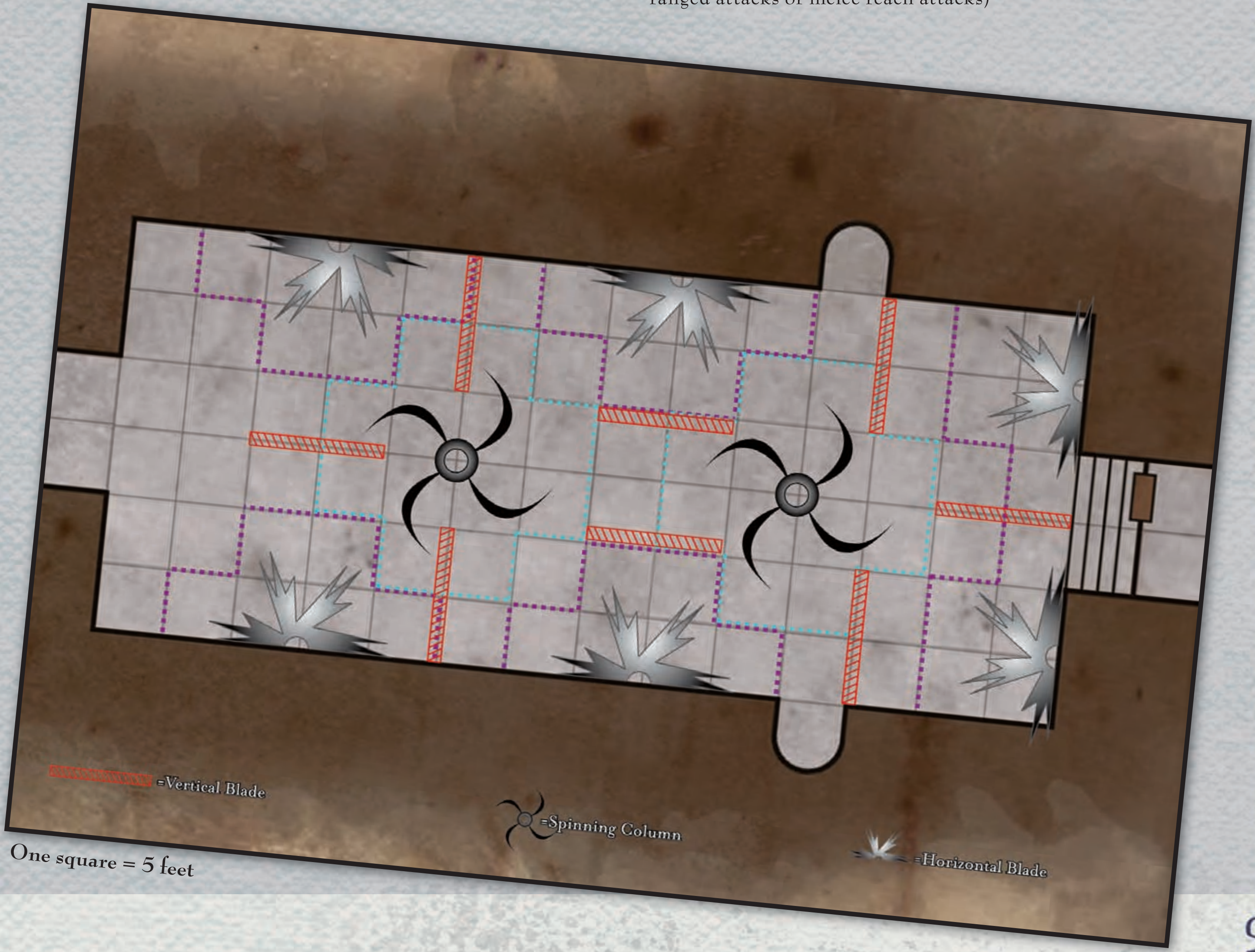
The door also contains a mechanism that can disable the spinning blades. Once all three locks are opened, the spinning blades can be stopped with a successful DC 25 Disable Device check. Such a check requires 2d4 rounds. Each time the character making the check fails by 5 or more, a swinging blade slices down from the ceiling (+7 melee, 1d8+3/18–20/×2). If the character rolls a natural 1 on his check, the mechanism becomes stuck, adding 5 to the DC of subsequent checks.

If the mechanism in the door is disabled, the blades stop spinning and the harriers return to their niches.

FEATURES OF THE ROOM

Illumination: There is no light in the room. The persistent harriers have darkvision out to 60 feet.

Cover: The spinning blades of the room provide cover (+4 AC) against any nonadjacent foe (for example, against ranged attacks or melee reach attacks)



THE DRAGON'S EYE

Encounter Level 7

SETUP

Use this encounter once the PCs have awakened the half-dragon mummy that rests within the stone sarcophagus. The encounter occurs if the relics in the niches are disturbed or if the PCs attempt to open the sarcophagus. Have the players position their characters based on whichever action triggered the mummy's awakening. Roll initiative after the half-dragon mummy throws off the stone sarcophagus lid and stands up.

If the PCs touch one of the three relics, read:

> *Even as you slip your hand within the niche, you hear a loud crash behind you as the lid of the stone sarcophagus is thrown off by something inside.*

If the PCs try to lift the sarcophagus lid, read:

> *As you strain to open the sarcophagus, you are nearly knocked off your feet as the stone lid is torn from your hands, crashing to the ground beside you.*

HALF-DRAGON MUMMY CR 7

Monster Manual 146, 190

hp 55 (8 HD); **DR** 5/—

CE Medium undead (augmented dragon)

Init +0; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Aura despair

Languages Draconic

AC 20, touch 10, flat-footed 20

Immune acid, undead immunities (*MM* 317)

Fort +4, **Ref** +2, **Will** +8

Weakness vulnerability to fire

Speed 20 ft. (4 squares)

Melee slam +15 (1d6+11 plus mummy rot) or

Melee 2 claws +15 each (1d4+11) and bite +10 (1d6+5)

Base Atk +4; **Grp** +15

Special Actions breath weapon

Abilities Str 32, Dex 10, Con —, Int 2, Wis 14, Cha 17

SQ undead traits (*MM* 317)

Feats Alertness, Great Fortitude, Toughness

Skills Hide +11, Listen +13, Move Silently +11, Spot +13, Jump +10

Breath Weapon (Su) 60-ft. line, once per day, 6d8 acid, Reflex DC 17 half

Despair (Su) At the mere sight of the half-dragon mummy, a viewer must succeed on a DC 17 Will save or be paralyzed with fear for 1d6 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.

Mummy Rot (Su) A creature hit by the half-dragon mummy's slam attack must succeed on a DC 17 Fortitude save or contract mummy rot (disease, incubation period 1 minute, damage 1d6 Con and 1d6 Cha). Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured (*MM* 191).

After reading one of the above, read:

> *A ghastly figure rises up within the sarcophagus—a humanoid form with a black dragon's head. The creature is dusty and desiccated, with bits of bone showing through its cracked, scaly skin.*

TACTICS

The half-dragon mummy begins the encounter by unleashing its breath weapon on as many opponents as it can. If the encounter was triggered by a PC disturbing a relic, it then targets that PC.

If the encounter was triggered by the sarcophagus lid being removed, the half-dragon mummy attacks the nearest foe.

If a PC within 25 feet utilizes healing magic (including casting a spell or using a wand, but not drinking a potion), the half-dragon mummy immediately targets that healer.

The half-dragon mummy fights until slain.

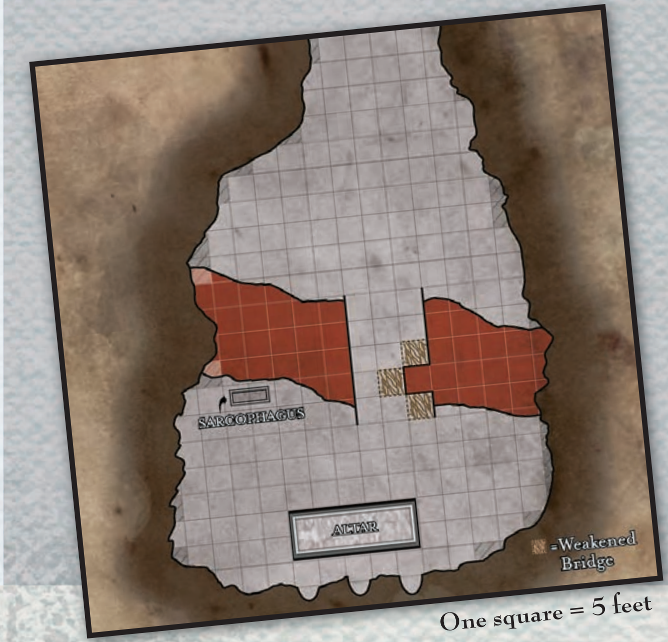
DEVELOPMENT

Though the *Altar of the Dragon's Eye* is effectively inert, enough mystical energy remains here to have an effect on the PCs. See the magical location description of the altar on page 20 and encounter A17 on page 24 for more details.

FEATURES OF THE ROOM

Illumination: The glow of molten rock from within the magma rift provides bright illumination within 5 feet of the rift's edge, and shadowy illumination throughout the room.

Broken Bridge: This bridge is unstable. The 5-foot sections closest to the gap fall into the rift if over 100 pounds are placed upon them. Characters in those squares follow the bridge into the magma 60 feet below (6d6 falling damage) unless they succeed on a DC 15 Reflex save.



One square = 5 feet

ROADSIDE AMBUSH

Encounter Level 7

SETUP

The PCs are confronted along the road back to Adderport. Have the players position the characters in their typical marching order, possibly adjusting positions based on the interaction with Dura before the outset of combat. Arrange the Emerald Claw soldiers in the indicated positions along the perimeter of the forest only if the PCs spot them.

When combat begins, read:

> *The Emerald Claw soldiers raise their crossbows while the female speaker steps back, fumbling for something in her pocket.*

TACTICS

Dura has no interest in fighting during this encounter, since she expects her minions to make short work of the PCs. She stays for 2 rounds (1 round if half the Emerald Claw soldiers are killed that quickly or she is reduced to 18 or fewer hit points), then teleports away using her *teleport stone*. Until then, she stays out of direct reach of the PCs, using her soldiers as a living shield.

The six soldiers closest to the PCs start by firing crossbows, then pull their morningstars as they wade into melee. Those farther from the PCs spend their turns loading and firing crossbows from the edge of the forest, targeting spellcasters or other characters at the periphery of the battle. If they are confronted directly, they pull out their own melee weapons and attack.

DURA IR'MATELLAN — CR 6

See the statistics block in encounter B3 (page 66). Use Dura's amended statistics with no spells in effect.

12 EMERALD CLAW SOLDIERS — CR 1

hp 14 each (2 HD)

Male human warrior 2
LE Medium humanoid
Init +0; **Senses** Listen +0, Spot +0
Languages Common

AC 17, touch 10, flat-footed 17
Fort +4, **Ref** +0, **Will** +0

Speed 20 ft. (4 squares)
Melee flail +3 (1d8+1) or
Ranged light crossbow +2 (1d8/19–20)
Base Atk +2; **Grp** +3
Atk Options Power Attack
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8
Feats Power Attack
Skills Intimidate +3, Ride +4
Possessions combat gear plus chainmail, heavy wooden shield, light crossbow with 20 bolts, dagger

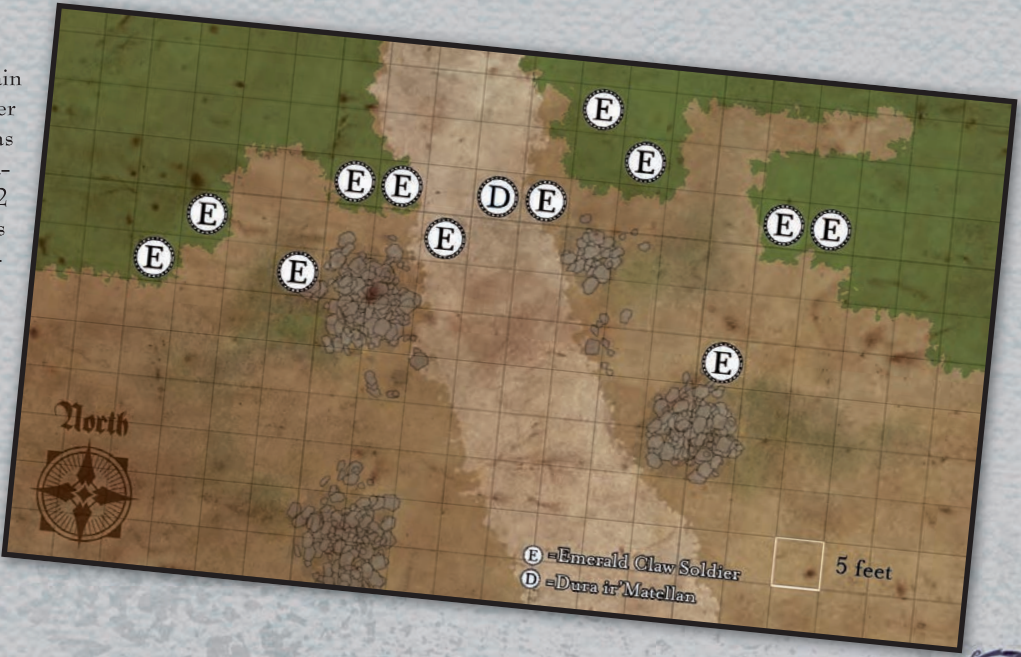
These soldiers are well trained and believe that their numbers will win the battle. Like all minions of the Emerald Claw, they are fanatical and fight until they fall.

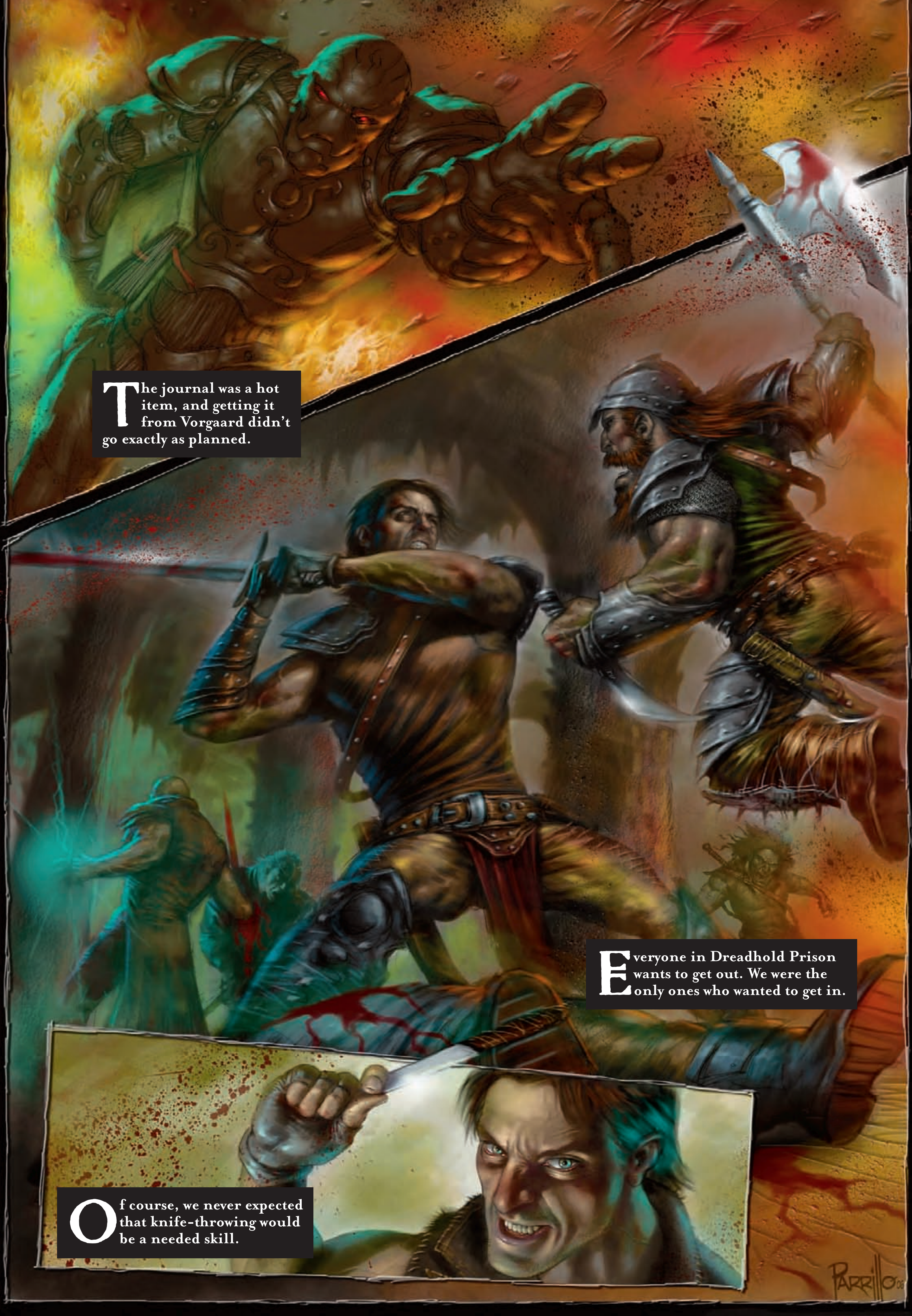
FEATURES OF THE AREA

Illumination: Daylight.

Forest: The forest squares contain small trees, ferns, vines, and other ground cover. They are treated as light undergrowth. Creatures standing in a forest square gain a +2 bonus to Armor Class, a +1 bonus on Reflex saves, and have concealment (20% miss chance). Moving into a forest square costs 2 squares of movement, and the DCs of Tumble and Move Silently checks in a forest square are increased by 2.

Rock Piles: Four rock piles in the area are difficult terrain, requiring 2 squares of movement to enter. Characters behind a rock pile have cover (+4 AC).




The journal was a hot item, and getting it from Vorgaard didn't go exactly as planned.
Everyone in Dreadhold Prison wants to get out. We were the only ones who wanted to get in.
Of course, we never expected that knife-throwing would be a needed skill.
Parrillo 06

PART TWO

FINDING THE PATH

In this part of the adventure, the PCs begin their search for the mysterious *Dragon's Eye*. The party's benefactor, Sur'kil, believes that a Sarlonan explorer named Jheamast previously found the hidden complex beneath the Temple of Kha'shazul, and that he must have taken the third relic from the ruin's final chamber. All the PCs know is that Jheamast died in the Lhazaar Principalities. They must discover the location of the Sarlonan's tomb while staying one step ahead of the Emerald Claw and the Blood of Vol.

This section consists of three distinct scenarios, each providing one piece of the overall puzzle underlying the adventure.

The Vorgaard Estate: The last known person to have traveled to Jheamast's tomb was Eliam ir'Veldras, a self-styled adventurer who funded his expeditions from his wealthy family's fortune. Eliam is said to have met a grim end after his expedition, but a journal of his travels came into the hands of a Karrnathi expatriate whose mansion overlooks the Lhazaar Straits. However, the Blood of Vol is shadowing the PCs as they make their inquiries in the principalities, and the lich queen's agents arrive at the mansion just before the party does. The characters must battle Vol's followers for possession of the book as the building burns down around them.

Eliam's journal holds the clues to finding the entrance to Jheamast's tomb. The explorer noted the landmarks his group passed as they traversed the island of Trebaz Sinara.

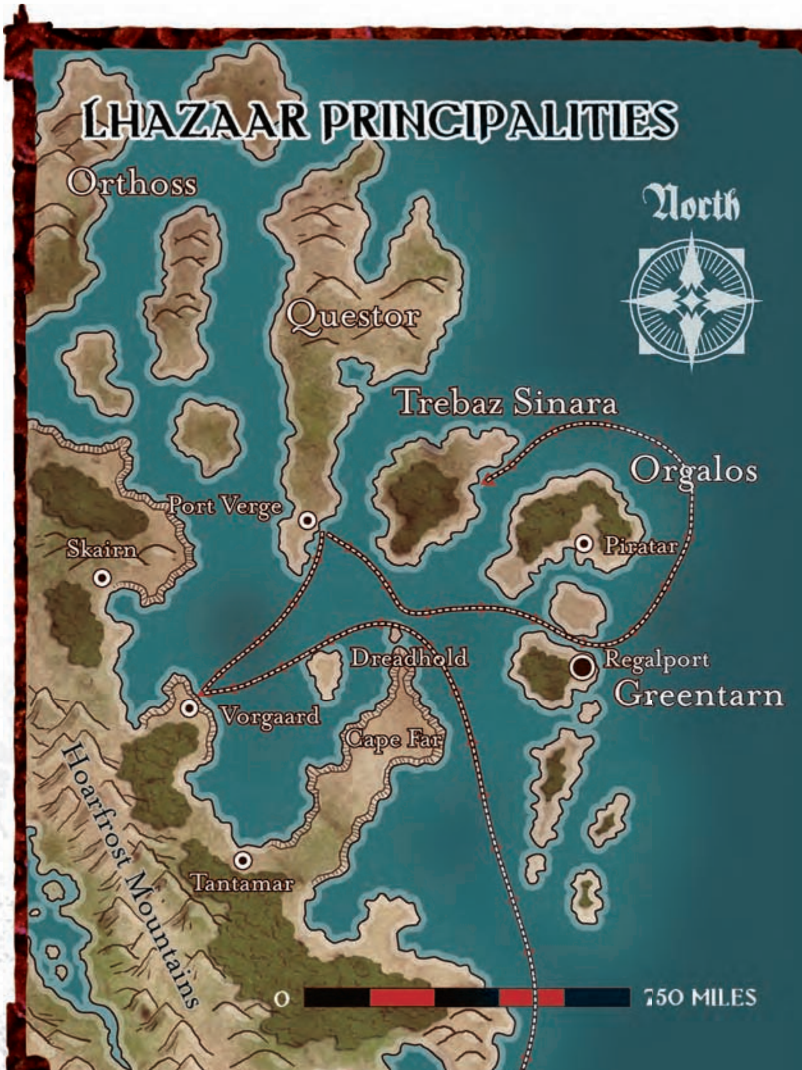
The Mysterious Thraxis: References within the journal indicate that portions of Eliam's notes were destroyed by one of the explorer's former associates, a gnome artificer named Thraxis. However, Thraxis tattooed the notes onto his body first, hoping to ensure that Eliam would need him for the follow-up expedition to Jheamast's tomb that never took place. Thraxis was recently captured by Cloudreaver pirates and sold into slavery in a secret dragonshard mining operation beneath the island prison of Dreadhold. The PCs must break into the prison's secret lower levels, find Thraxis (or what's left of him), and escape.

The markings on Thraxis include ancient Sarlonan phrases and a number of symbols similar to the aberrant and changed dragonmarks the PCs bear. Further research (or a tip from Sur'kil) hints that the ancient inscriptions indicate that only creatures with such dragonmarks can open the doors of Jheamast's tomb.

The Prince of Pirates: The final piece of the puzzle lies in an unexpected place. The tomb is somewhere on the haunted island of Trebaz Sinara, but only one map is known to chart the island with a level of detail that might approach Eliam's notes. That map hangs as a tapestry within the captain's quarters on Prince Ryger ir'Wynarn's flagship, *Dragoneye*. The PCs must find a way to copy the map or obtain it for themselves, either through infiltration or diplomacy.

RACE WITH THE EMERALD CLAW

The PCs' discovery of the *Altar of the Dragon's Eye* in Part 1 of this adventure has set a great number of events into motion. A duplicitous agent within the Chamber (the draconic order to which Sur'kil belongs) has communicated Sur'kil's findings regarding the *Dragon's Eye* to Vol. The lich queen's seers believe the *Dragon's Eye* to be a powerful weapon wielded by the ancient Sarlonan explorer Jheamast, now buried somewhere in the Lhazaar Principalities. They have convinced her that



by possessing the *Dragon's Eye* and the lore to be gleaned from Jheamast's tomb, she might be able to activate the presumed artifact's power over dragonkind. By shadowing the PCs, Vol's agents discover the story of Eliam ir'Veldras's expedition and journal, and race the PCs to retrieve the diary from Vorgaard's estate.

After failing in her initial attempt to retrieve the artifact from the PCs in Q'barra, Dura ir'Matellan was given command of this follow-up mission. In addition to gathering more Emerald Claw soldiers to her side, she has recruited agents of the Blood of Vol and hired a pair of dangerous mercenaries—a pair of twin ogre mages, the Krulaks.

The PCs will likely set a course for Regalport or Port Verge, the two largest cities of the principalities. See the descriptions of those cities in the later parts of this section (Port Verge on page 52, Regalport on page 58). The PCs need to spend only as much time on shore as is necessary to discover the following information. Depending on how they do so, read or paraphrase the following.

The explorer Jheamast was reportedly buried with all his worldly possessions on the haunted island of Trebaz Sinara, in the northern principalities. The exact location of the tomb remains a mystery, but it is said that an explorer named Eliam ir'Veldras found it not two years back. What became of him, none can say, but his journal of the expedition was supposedly purchased by a Karrnathi expatriate named Vorgaard, whose mansion sits on the mainland above the straits.

Vorgaard's estate is well known, and its location can be easily had from any captain or experienced sailor. This information can be gathered through roleplaying, or you can simply inform the players that after a certain amount of asking around, their characters are told to seek Vorgaard's estate and the journal there. However, the PCs are not the only ones seeking this information.

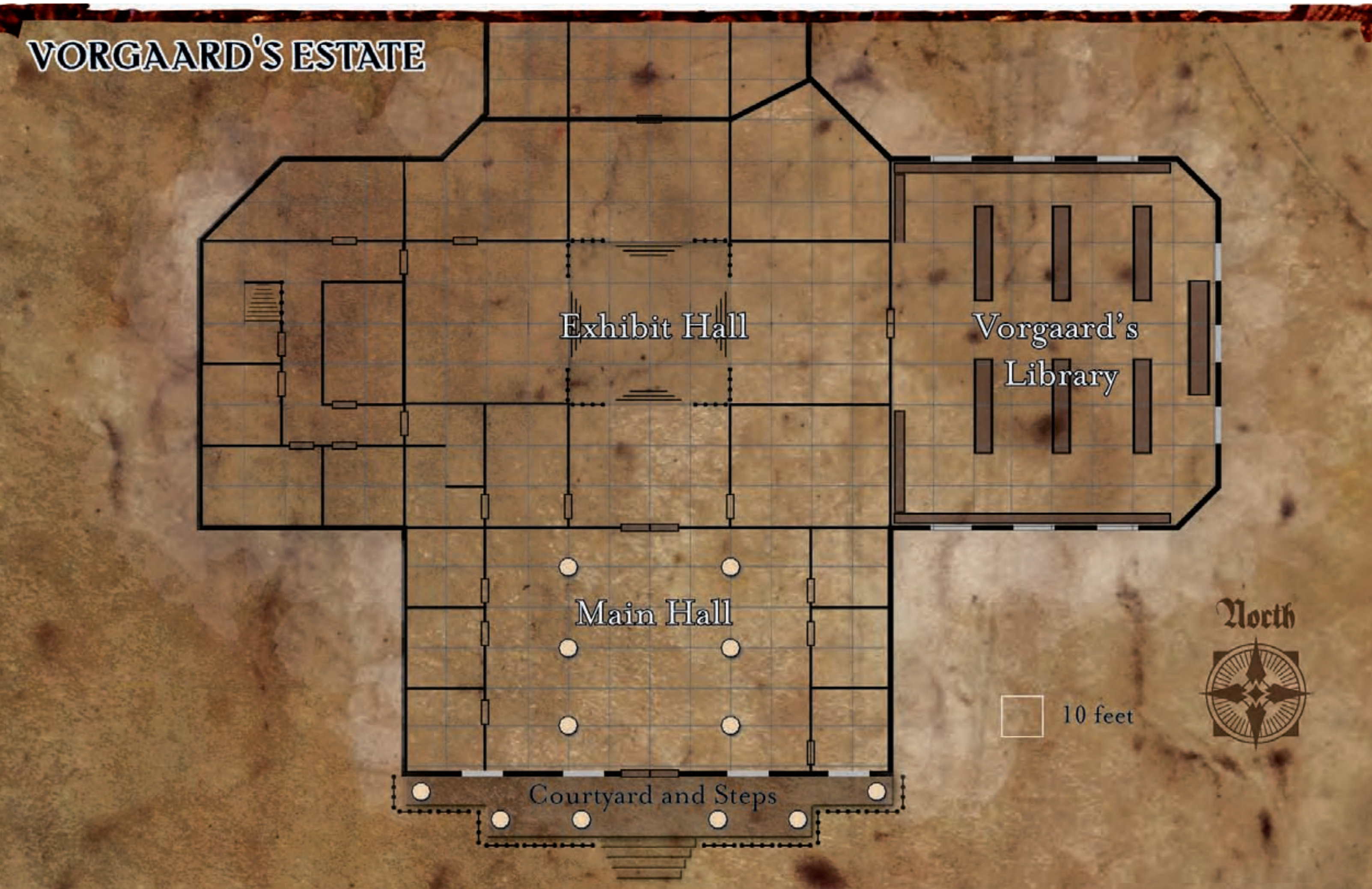
Even as you prepare to head back to the Swiftwind, you hear footsteps behind you, and a figure slips out from hiding where he must have been eavesdropping. Like you, the cloaked human is heading for the docks.

Play out a race-to-the-docks encounter if you like, but it is important that the PCs arrive there to see another ship already heading out of the harbor ahead of them. If you want the PCs to catch the eavesdropper, make him a rogue in the service of the Emerald Claw. A used *sending stone* in his possession indicates that he has already passed on the directions to the Vorgaard estate to Dura and her minions.

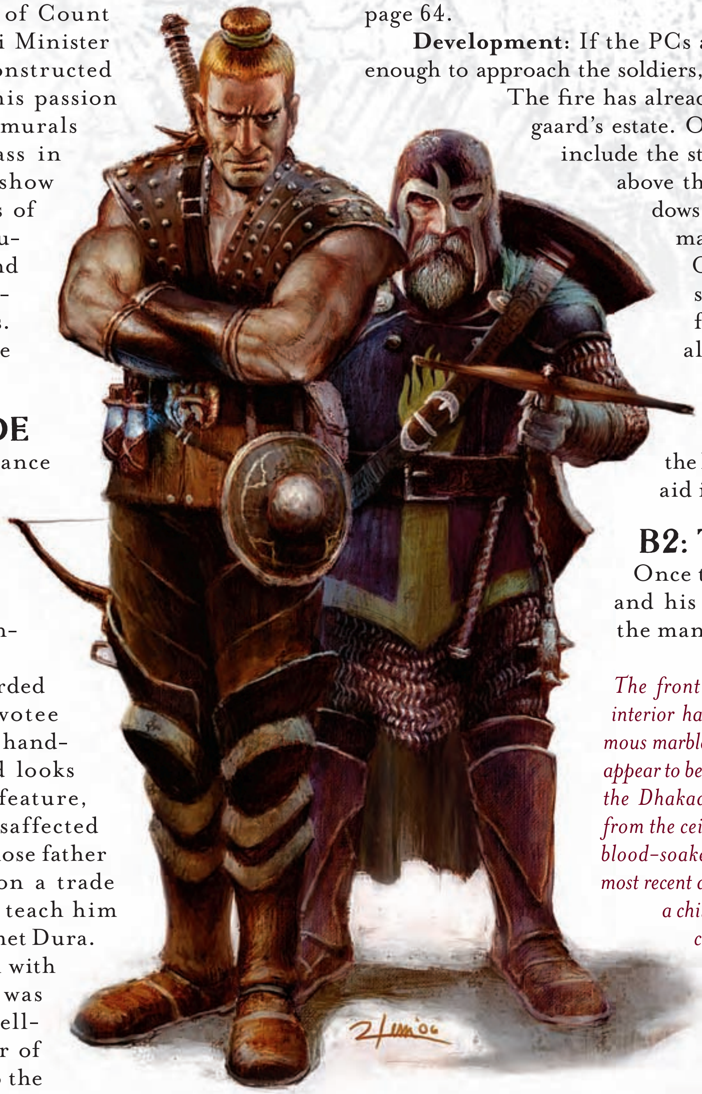
THE VORGAARD ESTATE

The party's elemental galleon is faster than Dura's ship, but she is using a local crew of smugglers who know the waters of the Lhazaar Straits and can make better time. As a result, the PCs arrive 1 hour behind the Emerald Claw crew. In that time, Dura's ogre mage allies infiltrated the estate to steal the journal but were discovered by Vorgaard and his hirelings. The battle that ensued killed the wizard, and is the cause of the conflagration threatening to destroy the mansion as the PCs arrive.

Fortunately for the PCs, the library has yet to go up in smoke. By fighting their way past an Emerald Claw defensive force and braving the blazing mansion, they can



obtain the journal—that is, if the servants of Vol who have already stolen the book don't slice them to shreds first.



Arielon and the Emerald Claw pay Vorgaard an unexpected visit

Vorgaard was once a powerful Karrnathi wizard and protege of Count Vedim ir'Omik, Karrnathi Minister of the Dead. The wizard constructed his estate as a tribute to his passion for history. Ceilingwide murals of dweomered stained glass in the estate's exhibit hall show scenes from famous battles of antiquity, portraits of influential historical figures, and the sites of great civilizations long-reduced to ruins. Sadly, the estate is soon to be history as well.

B1: GETTING INSIDE

The east wing has no entrance as a result of Vorgaard extending the library a year ago to stretch out over the rocky cliffs. The rear access and west wing doors are already being consumed by fire.

The front door is guarded by Dura's consort, a devotee named Arielon who is too handsome for words. His good looks are his only worthwhile feature, however. Arielon is the disaffected son of a lesser sea baron, whose father hoped that sending him on a trade mission to Q'barra would teach him responsibility. Instead, he met Dura. The young fop was stricken with the cleric, who in turn was happy to recruit such a well-placed and wealthy member of the Lhazaarite nobility into the Emerald Claw. The two have been lovers since Arielon joined the order. He is a hopeless coward, however, and is ill suited to the trust Dura has placed in him.

Arielon and an entourage of eight Emerald Claw soldiers await the PCs at the front doors to Vorgaard's manor. The Krulak twins are nearby. The ogre mages leave little to chance, remaining invisible in expectation of the PCs' arrival.

Tactical Encounter: B1: Krulak Twins' Ambush on page 64.

Development: If the PCs are not brave (or foolish) enough to approach the soldiers, their options are limited. The fire has already consumed most of Vorgaard's estate. Other possible entry points include the stained glass ceiling murals above the exhibit hall or the windows of the library, though flying magic or an impressive DC 25 Climb check are required for such access. If the PCs opt for a stealthy infiltration, alter the encounters here as needed, and assume that the Emerald Claw soldiers, Arielon, and the Krulak twins rush to Dura's aid in the exhibit hall.

B2: THE MAIN HALL

Once the PCs deal with Arielon and his minions, they can enter the manor. Read:

The front doors part to reveal a stately interior hall some 40 feet high. Six enormous marble columns bear the visages of what appear to be hobgoblin kings, presumably from the Dhakaani Empire. Tapestries hanging from the ceilings depict idyllic meadows and blood-soaked battlefields. What is likely the most recent addition to Vorgaard's collection is a chilling rendering of a frozen field of corpses in the Mournland.

On the floor beneath the Mournland landscape lie two men in steward's livery. One is badly bludgeoned, and a crossbow bolt sprouts from the other's neck like a sapling.

Tall stained-glass windows line the walls. Those facing the west wing of the house reflect the red glow of the blazing fires raging there.

Interior doors set in the opposite wall from the entryway lead farther into the estate.

LETTING THE BAD GUYS DO THE DIRTY WORK

The obvious option for the PCs is to fight their way into the manor house and take the journal from the Blood of Vol cultists in the library. Of course, this option involves running headlong into a burning building.

Do not force the PCs to enter the manor if they don't want to. The party could just as easily lie in wait along the path back to the shore below, then ambush the Emerald Claw and try to take the journal by force. In such a situation, make it obvious that Dura has the book, perhaps by allowing the PCs Spot checks to see her tuck it into a pack, or to note her flipping through its pages as she emerges from the blazing building. Ambushing Dura will be a challenge, however, since the PCs have to deal with a much larger group of enemies.

This chamber contains little of interest. The stewards' bodies have not been looted. Each carries two masterwork daggers and a pouch with 3d10 gp.

B3: THE EXHIBIT HALL

The central chamber of Vorgaard's estate is devoted to the late wizard's obsession with antiquities. Vorgaard enjoyed showing off his considerable collection, and he constructed the exhibit hall so that all guests visiting his stately manor would pass through here. When the PCs enter this room, read:

Beneath a stained-glass ceiling, archaic suits of armor stand like silent sentinels along the landing before you. Some are adorned with massive helms or feathered headdresses, while others feature hideous war masks to frighten foes. Some 60 feet from the doorway, a staircase descends to a lower landing that connects this corridor to three others by similar stairs.

On the lower landing stand numerous glass and mahogany cases filled with all manner of trinkets and relics: a Sarlonan funeral mask, shards of Xen'drik pottery, a scorpion bracelet of ancient drow design, a Dhakaani hobgoblin dagger-axe, and a Riedran adze, to name but a few.

Hanging on steel cables to the east is an impressive display of alchemical taxidermy—a well-preserved giant squid the size of a sailing cog. The cephalopod is framed by the glorious stained glass mural above, which depicts couatls locked in furious combat with rakshasas and other fiends.

Dura ir'Matellan awaits the PCs here, but she is not alone. As soon as she hears movement at the door, she and her associates leap into action. Two Karrnathi zombies formerly indentured to Vorgaard now bend to Dura's will under the influence of *command undead*. Likewise, the giant squid does not simply hang around as the PCs pass.

Tactical Encounter: B3: Tentacles and a Temptress on page 66.

Development: The round after the PCs deal with Dura, the zombies, and the undead cephalopod, the doorways to the west and north are shrouded in smoke and flames as the inferno spreads to this chamber. Anyone remaining in the room takes 1d6 points of fire damage per round from the blistering heat. Fleeing down the east corridor leads the party to the library.

B4: VORGAARD'S LIBRARY

As soon as the PCs enter this room from the exhibit hall, read:

Within this enormous chamber stand row upon row of oaken shelves, each sagging under the weight of hundreds of heavy leather-bound tomes. Magically lit stained-glass portraits of what appear to be nobles and kings hang along the walls.

A slender woman, her head shaved except for a central topknot, stops short where she was running toward the door ahead of three robed and hooded men. You have time to see her slip a book of some sort into the pouch at her belt, then she and the others are racing for you without a word.

These four are cultists of the Blood of Vol, led by a cruel mistress known as a divinity seeker. The cultists have located Eliam's journal and are in the process of returning to their leader when the door opens.

Tactical Encounter: B4: Library Battle on page 68.

Development: Once combat is complete, the PCs must find a way to escape the burning mansion. Refer to the Braving the Blaze sidebar for more information.

Ad Hoc XP Award: Award the PCs a story award of 500 XP each for successfully retrieving the journal.

THE JOURNAL

Though the journal the PCs have obtained was damaged and weathered before it came into Vorgaard's possession, most of it remains legible. It is the work of one Eliam ir'Veldras, prodigal son of a wealthy textiles merchant. Eliam had no interest in pursuing his parents' legacy, fancying himself

BRAVING THE BLAZE

Use the fire to propel the action of this scenario forward if the PCs spend too much time planning their approach or looting the bodies of fallen foes. Allow the characters to believe the mansion could go up in flames around them at any moment, but wait until they enter the library to start keeping track of time.

Periodically inform the PCs of the fire's advance to drive the urgency of the library encounter. Starting on the third round after the party enters the library, characters must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing as smoke begins to spread. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. A PC can hold his breath for up to 2 rounds per point of Constitution. Doing so prevents damage from smoke inhalation, but also prevents speech and the casting of spells with verbal components.

The smoke in the burning manor also obscures vision, giving concealment (20% miss chance) to characters within it.

Getting out of the estate the way the party came in becomes a dangerous proposition because of the fire. The PCs might try to escape through the library windows, diving out into the stormy sea some 80 feet below. Characters succeeding on a DC 25 Swim, Jump, or Tumble check take 4d6 points of damage from the dive. On a failed check, characters take 8d6 points of damage from the fall into the turbulent waters.

Running back through the blazing mansion is not impossible, but the heat of the fire deals 1d6 points of damage each round.

PCs who do not want to risk diving can climb down the outside of the library to the supports below, then down the sea-slick cliffs with a DC 25 Climb check.

Gaseous form, protection from fire, or flying magic of any kind makes escape routine.

Once the PCs are safely away from the mansion, the support structures holding the library extension give way. The entire wing buckles and topples off the cliff, crashing down into the sea.

an explorer instead. The young dilettante was obsessed with the mysterious isle of Trebaz Sinara, and he sunk a great deal of his family fortune into an expedition to the island that set out two years past. This journal is the only surviving documentation of Eliam's ill-fated trip.

Eliam's expedition was fifteen strong when it set out to brave the haunted interior of the island in search of the lost tomb of the Sarlonan explorer Jheamast. Seeking to avoid the cursed waters around the island, Eliam chartered an airship for his expedition, but the ship was brought down inland by a fierce storm, killing its crew and half of Eliam's expeditionary force.

By the time the tomb was found, only Eliam and one of his more unsavory crew members still lived: Thraxis, an artificer whom Eliam describes as "twitchy and cantankerous." However, the excitement of discovery was offset by Eliam's inability to get past a stone column the he believed marked the tomb's entrance. Numerous runes and symbols resembling dragonmarks were inscribed on the column. The artificer Thraxis could interpret only some of these, and copied them down in the hope of returning to civilization and researching their meaning.

The directions to the tomb outlined in Eliam's journal were actually the explorer's escape route, mapped and annotated as he and Thraxis fled the island. However, in a key passage that appears to be written after the adventure, Eliam laments how Thraxis briefly obtained the journal and removed a number of pages. These detailed the runes and symbols copied from the entrance to the tomb, as well as the artificer's own notes and interpretation of that information. The journal indicates the path the PCs must follow to the tomb's door, but the secret to opening that door is on the missing pages.

Rumors suggest that Eliam is dead, though the explorer's true fate remains unknown. (Eliam plays no direct part in this adventure, but feel free to use him or his previous expeditions as campaign hooks for other adventures.) Thraxis, on the other hand, was seen in Port Verge only six months past. . . .

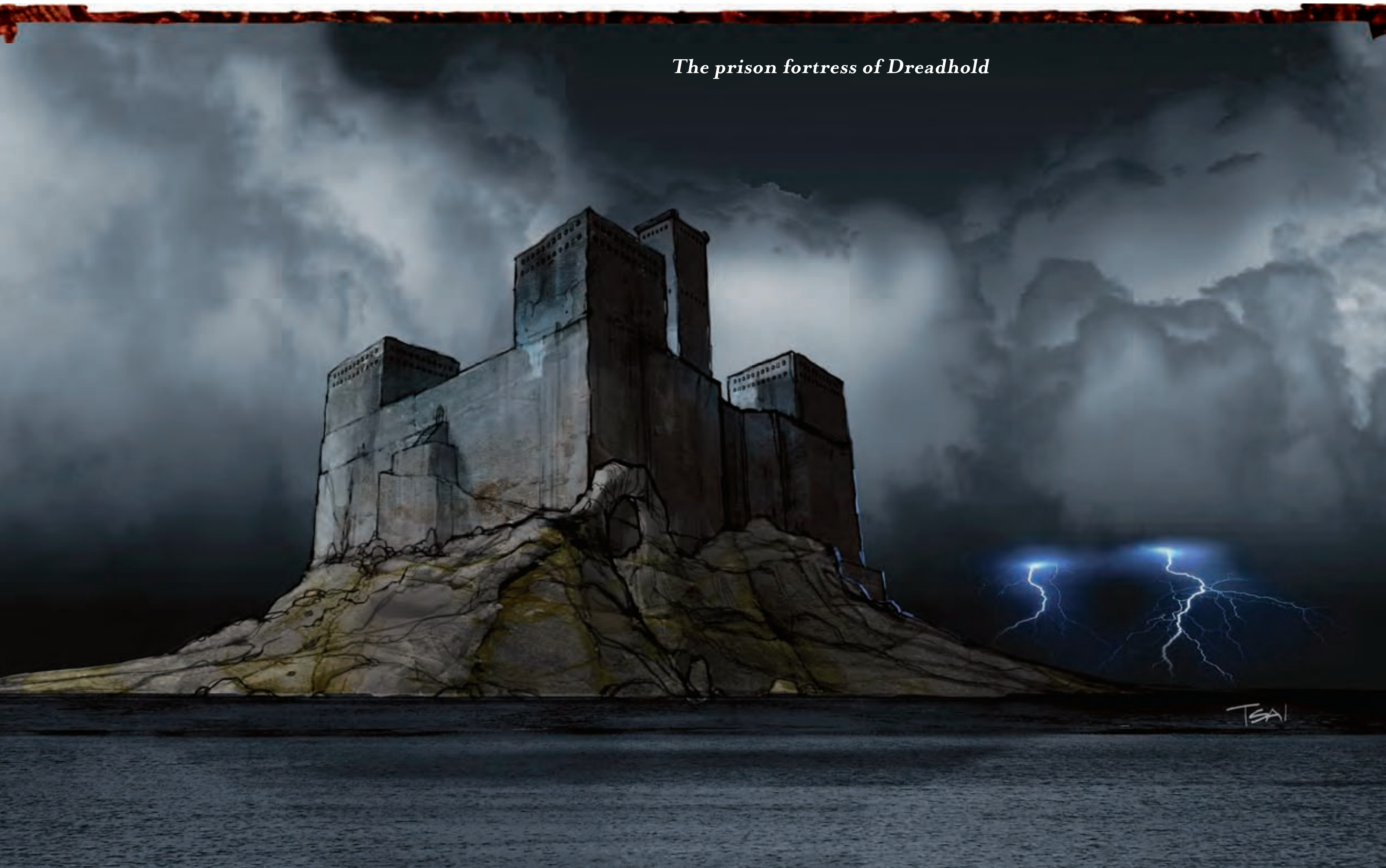
THE MYSTERIOUS THRAXIS

As the players delve deeper into the mysteries of the *Dragon's Eye*, it becomes clear that the next piece of the puzzle lies with a gnome named Thraxis—a poor wretch who now lies rotting in the deepest depths of the underprisons of Dreadhold. Thraxis is infamous throughout Port Verge for fraternizing with pirates, yet for all his infamy, little is known about his life.

Late in his career, Thraxis took a job as a sage and master of arcane mysteries for Eliam ir'Veldras. The two were the sole survivors of an ill-fated expedition to Trebaz Sinara, splitting up after they returned to civilization. The loss of his companions on the expedition disheartened Eliam, who abandoned his desire to enter the tomb of the Sarlonan explorer Jheamast.

Thraxis, worried that Eliam would not include him on a return expedition to Trebaz Sinara, tore out a number of important pages from the explorer's journal on the return trip. By the time Eliam became aware of the theft, the gnome had tattooed the symbols and notes from those pages onto his own skin and destroyed the originals. When properly deciphered, these notes and symbols help the PCs open Jheamast's tomb.

In his travels, Thraxis sailed with a number of the pirate groups of the Lhazaar Sea. However, he recently ran


The prison fortress of Dreadhold

afoul of a Cloudreaver raid and was taken prisoner—sold as slave labor to the shard mines beneath Dreadhold.

A DC 20 bardic knowledge check, Knowledge (local Lhazaar Principalities) check, or Gather Information check in any Lhazaar port recalls Thraxis as the name of an infamous gnome from Port Verge, with strong connections to a group of pirates called the Sea Wyverns. (If he is contacted by *sending stone* or similar means, Sur'kil can provide this information after a day or two of research if the PCs cannot figure it out.)

THE MINES

The Cloudreavers have a profitable relationship with a group of House Kundarak dwarves based within the fearsome prison known as Dreadhold. These particular dwarves are led by a cunning and cruel block warden named Figlamn the Black, whose duty it is to guard the lower wards of the prison against the creatures of Khyber. Decades ago, Figlamn pursued a group of dolgrim into the depths, inadvertently discovering that Dreadhold sits on a wealth of untapped Khyber dragonshard caverns.

Keeping his actions secret from his superiors, Figlamn appropriated an abandoned loading dock with sea access and set up a dragonshard mining operation. At first, he used prisoners for mining, but after a close call when a prisoner killed in a dolgaunt attack turned out to have a well-connected family, he decided to pursue a different source of labor: slaves culled from the prisoners taken by the Cloudreavers. As far as the world knows, these slaves were killed in pirate raids, and so Figlamn is free to work them to death. He pays the Cloudreavers in dragonshards, and also uses the pirates to help smuggle shards from the principalities to mainland Khorvaire.

Nearly six months past, Thraxis was taken prisoner by the Cloudreavers and sold into Figlamn's mines. Now the PCs must find their way into the prison—and, more important, back out again.

FINDING THRAXIS

Once the PCs start asking after Thraxis in Port Verge, their queries direct them to the Sea Wyverns and their leader, Damog Hellscurvy. Damog is looking for the son of an old acquaintance—a young man named Jukkeam, last seen with Thraxis the year before.

With the help of a *sending stone*, Jukkeam's father has determined that his son and a number of companions (including Thraxis) are being secretly held in Dreadhold. Armed with that information, Damog has determined some details of the Cloudreavers' arrangements. The pirate captain has a plan to rescue Jukkeam, and he sees the PCs as convenient and powerful allies.

Damog knows that a Cloudreaver ship currently in Port Verge is bound for Dreadhold to drop off supplies and obtain payment from the dwarves. This is the best chance the PCs have to infiltrate the prison undetected.

PORT VERGE

The small town of Port Verge has become a hotbed of political intrigue as its patron Prince Kolberkon struggles to assert his power with the aid of House Lyrandar and the Order of the Emerald Claw. However, his efforts have hurt his popularity among his people, causing many to seek protective alliances of their own. As the center of naval activity for his Diresharks, the port has seen spies from Regalport and a number of other principalities establish a presence here. While Kolberkon focuses on immediate threats, the Sea Wyverns have managed to build a base of operations right in the center of town.

As the PCs enter Port Verge, read:

By day, the port buzzes with the usual shuffle of sailors, merchants, and vendors. All large ships are moored out in the harbor to avoid the port's shallow waters and strong tides. Only dories and other shallow-bottomed boats are able to dock near shore. The locals make a decent living for themselves running small launch services, ferrying passengers, sailors, and equipment to and from ships out in the cove. Gulls on the wharf swoop in and around skiffs bringing in their loads of freshly caught fish, eels, and reef clams.

Farther inland, timber-frame and shingled seaside homes lie in scattered clusters, their whitewash peeling from the harsh sea winds. Cobbled streets weave between them, their crooked signposts directing a steady flow of ocean-borne transients seeking warm meals and hot baths after months at sea.

RUMOR MILL

Trading gossip is a favorite pastime among the portside locals. Players will make Gather Information checks as they attempt to discover the whereabouts of Thraxis. Port Verge is home to some tough characters, however, and not everyone appreciates being plied with questions. Any character who rolls a 1 on a Gather Information check finds himself in a fistfight with an offended local. Use Cloudreaver statistics from encounter B5 (page 70) if necessary.

DC 10: Piracy is publicly frowned upon and often punishable by law. However, many locals are awed by the infamy of the Lhazaar pirates, who are treated like heroes in some quarters.

DC 10: The Bilge and Bulwark sailor's inn caters to pirates, and is a favorite hangout of the Sea Wyverns.

DC 12: At one time, the gnome artificer Thraxis was based in Port Verge. He was a known associate of the Sea Wyverns.

DC 15: Damog Hellscurvy is the head of the Sea Wyverns in Port Verge, though he has gone soft since his ship sank.

DC 15: The Sea Wyverns are currently looking for high-powered recruits. Could be some kind of operation in the works.

DC 15: A number of the Sea Wyverns are former Cloudreavers. The two groups are dire enemies.

DC 20: The Sea Wyverns' main base of operations is in the cellar of a house on West Pearl Street.

THE BILGE AND BULWARK

One of the seediest establishments in Port Verge is a sailor's inn called the Bilge and Bulwark. A two-story barnlike structure, its clientele consists largely of pirates looking for the kind of respite and attention they can only find inland. The Bilge and Bulwark is home to all sorts of unsavory activity, frequently interrupted by fierce brawls and raids by the local authorities.

Albred Tankel (halfling rogue 5, Diplomacy +6, Bluff +10) owns and runs the inn. He is a deceptively young-looking halfling whose false air of adolescence masks a cold, brutal, and scheming mind. His closest associate is his well-paid bouncer, a sadistic ogre mage named Ruyma who embraces the unbridled hedonism of the establishment. Ruyma often disguises himself as he works, using his *polymorph* ability to blend in with the crowd.

The ground floor of the inn consists of a large common room and bar, including a stage for performers. The nightly entertainment features a variety of acts, though burlesque shows are the most popular. Two side rooms feature a gambling den and a small cockfighting pit. Patrons can place wagers of from 10 to 500 gp on the fights. Ruyma is fond of attending matches invisibly and rigging bets. Upstairs are several dozen private rooms that Albred rents at the hourly rate of 5 cp. Some rent rooms to sleep off a hard evening's drinking before heading back to sea, while others use them for working out shady deals or indulging in intimate liaisons. A sizable kitchen services the inn.

The Bilge and Bulwark operates at all hours of the day to an ever-changing large and rowdy crowd. It is a favored hangout of the younger Sea Wyverns. At any time, three or four of them are present here.

As the party enters the inn, read:

The inn is dangerously crowded with all sorts of unsavory patrons, and the place is thick with the rank smell of sweat and the sea. Drunken whoops and hollers fill the air, and you must push your way through the crowd to move about. On a narrow stage, a fiddler, a squeezebox player, and a young woman playing washtub bass loudly thump out a lopsided jig as a portly female half-orc dances alongside them.

It is almost impossible to find a seat at a bar or table, and servants with laden trays weave their way through the crowd to serve patrons where they stand. Whiskey and other hard liquor costs 5 sp a shot, while beer is 1 sp. However, Albred serves his drinks double-strength, since he finds that drunken patrons are more foolish with their money when gambling.

Developments: As the PCs ask around for information regarding Thraxis or Damog, they are approached by a rugged-looking man sporting three days' worth of salt-and-pepper beard and a brand-new black eye. He smiles gleefully and introduces himself as Doc Grimm. He claims to be a member of the Sea Wyverns and states that his captain might be interested in meeting "any friends o' poor Thraxis." He says nothing more, but encourages the party to seek Damog Hellscurvy at the Sea Wyverns' headquarters on West Pearl Street. The captain has set a meeting there that night.

Once Doc Grimm has left, PCs can make additional Gather Information checks to find out more.

DC 15: Damog is more riled lately than he has been in ages. Revenge seems the most likely motive for his latest plan.

DC 20: Damog has been a useless and ineffectual leader since even before losing his ship. Unless he takes drastic action soon—including somehow obtaining a new vessel—the Sea Wyverns might mutiny against him.

SEA WYVERNS OF PORT VERGE

The Sea Wyverns maintain their base of operations in the cellar of a small house on West Pearl Street. The owner of the house is a widowed fishmonger named Berthella (human commoner 3, Bluff +3, Diplomacy +4, Profession (fishmonger) +3, Sense Motive +2). Berthella allows the infamous group to use her cellar for a fee, though she knows little about their activities.

The cellar has a separate entrance that the pirates keep locked at all times. If she is home, Berthella keeps careful watch and hollers down a warning if she spots anyone sneaking around outside the house.

The Sea Wyverns are currently under the command of a grounded sea captain named Damog Hellscurvy (human rogue 3/fighter 1, Bluff +4 Diplomacy +4, Intimidate +8). Damog is a porcine glutton who has been lying low ever since the sinking of his galleon three months before. Recently, Damog was taken into service by an old friend—a pirate-turned-merchant lord concerned by the recent disappearance of his son, Jukkeam. After magically contacting his son, the father approached Damog with an improbable story of slave mining beneath the island prison of Dreadhold. Damog's contacts have confirmed the tale, however, and have implicated the hated Cloudreavers in Jukkeam's disappearance.

Damog has concocted a mission to seize a Cloudreaver ship, sail it into Dreadhold, and find Jukkeam. At the same time, he plans to disrupt the Cloudreaver operation to teach his rivals a lesson. Damog is years past his pirating prime, however, and he is actively looking for allies to take on the mission under his direction. He recklessly discusses the job with anyone he thinks he might be able to convince to join his group.

Characters attending the meeting make their way to the cellar entrance at the back of Berthella's house. There, a heavy pull-up door leads down a short flight of cobbled steps.

Once the PCs enter the cellar, read:

In dim candlelight, the Sea Wyverns gather around a pair of barrels and some driftwood planks serving as a makeshift table. Far from fearsome looking, this ragtag band consists mostly of young men whose eagerness far outshines their experience. The older members, male and female, appear too worn and tired to be much of a threat, though their brine-wrinkled faces and cutthroat edginess leaves little doubt that they were once fearsome buccaneers. You count eighteen bodies in the cramped and dingy cellar, hunched to avoid knocking their heads upon the low beams.

Then from the cellar stairs, a rotund and grizzled man shuffles in. His gray hair is thinning but his unkempt beard is dyed blood red. In a raspy slow drawl, he introduces himself as Damog Hellscurvy, the pirate lord of Port Verge. He rubs his belly and a toothy grin spreads slowly across his face.

"I hear yer lookin' fer a gnome named Thraxis. I might know where you can find him. Not only that, I think I might be able to get you to him, if you help me out a bit in return."

Damog orders space cleared at the table for the PCs as he continues:

"The gnome was taken along with some other folk by the blasted Cloudreavers six months back. Those filthy scum then sold them to the dwarves that run Dreadhold prison. They's workin' them as slaves in some mine or another underneath the prison tower. Never thought I'd be sayin' it, but I'm fixin' to head in there meself, to look for a lad named Jukkeam, one o' dear Thraxis's friends. I could use help from fightin' folk like yerselves. Interested?"

Damog's informants indicate that the *Laughing Lady*, a Cloudreaver ship currently berthed in Port Verge, has just loaded a cargo of supplies bound for Dreadhold. His plan is simple. That evening, while most of the crew cavorts in the local taverns, a band will board the ship, subdue any remaining guards, and commandeer the vessel.

The PCs and crew will set a course to Dreadhold and pretend that they are the Cloudreavers. The assault group will hide in crates to be moved off the ship. They will then break out of the crates and find Jukkeam, hopefully catching the dwarves by surprise, reboarding the *Lady*, and sailing right back out. Damog has a meager map obtained when the boy's father used a *sending* spell to contact him. It should lead to Jukkeam's cell once the party is inside.

At some point in the negotiations, Damog inadvertently lets slip that though he talks of "we" rescuing Jukkeam, he expects the PCs to steal the ship and lead the rescue effort. The pirate captain alone knows the secret signals that the Cloudreavers use to enter the prison isle, preventing the PCs from simply adopting his plan for their own use. The need to find Thraxis in order to undo the curse of the *Dragon's Eye* will likely be all the incentive the party needs. However, if the characters balk at the risk or ask for some sort of payment over and above the means to locate the gnome, Damog agrees to split the reward for Jukkeam's return. He promises the PCs 2,500 gp when the group returns to Port Verge.

STEALING THE LADY

Damog sets the rendezvous for that night at the docks. When the PCs arrive, read:

Damog, Doc Grimm, and a half-dozen Sea Wyverns are waiting for you in the shadows of the rendezvous point. Only a few lights burn across the darkening harbor. After weeks at sea, sailors are eager to come ashore to crawl through the port's bars and inns in search of good food, hot baths, and more clandestine pleasures. As would be expected, the port guard makes patrols along the docks to keep an eye on thugs, drunks, and hooligans. Hardened sailors are expected to look after themselves, however, and the watch is a light one.

As you follow Doc Grimm along the docks, he eventually stops and points to a three-masted caravel ahead. "Thar be the Laughing Lady," he whispers. "All ye need do is climb aboard and knock out any guards. If'n ye have any troubles, jes throw 'em into the sea."

B5: THE LAUGHING LADY

Moored at the far end of the dock is the *Laughing Lady*, a caravel belonging to the Cloudreavers. Nearly all the crew have gone ashore, leaving only five hands behind to guard the ship. Four patrol the deck while the fifth keeps watch from high atop the rigging. Also aboard but belowdecks is the ship's captain, Krail Sorrowbringer.

Damog has a rowboat ready by which the PCs can make their approach across the dark harbor.

The Laughing Lady: Gargantuan vehicle; Profession sailor (+0); Spd wind×10 ft. (nautical good), oars 10 ft. (nautical good); Overall AC 1; Section hp 40 (hardness 5); Section AC 3; Rigging 30 hp (hardness 0), AC 3; Ram 8d6; Space 60 ft. by 20 ft.; Height 10 ft. (draft 5 ft.); Crew 15; Cargo 50 tons (Spd wind×5 ft., oars 5 ft. if 25 tons or more); Cost 3,000 gp.

Tactical Encounter: B5: The Laughing Lady on page 70.

Developments: Once characters have defeated the crew of the *Laughing Lady*, Damog, Doc, and the rest of the Sea Wyverns quickly board the craft. Before long, the ship's sails are raised and her prow is cutting a sharp wake across the moonlit sea toward Dreadhold.

By conversing with Doc during the journey, characters can learn about their destination. If the PCs do not know the background of Dreadhold, he can summarize the information found in the *EBERRON Campaign Setting* (page 187). The island has only one safe harbor, a small port town occupied almost entirely by Kundarak known as Gaolgate. However, the prison is rumored to have a number of hidden loading docks and transfer stations accessible by sea cave. A DC 20 Sense Motive check reveals that Doc is trustworthy even if Damog is not. His primary goal is to escape with his life if Damog's plans go down in flames.

APPROACHING DREADHOLD

As the *Laughing Lady* nears the prison island, Damog presents his plan to the party. The ship will dock in an underground waterway deep beneath the prison tower. The PCs will hide inside crates that should be delivered to a holding cell somewhere close to the docks. From there, they can follow the map showing the way into the prison tunnels and the location of Jukkeam's cell.

Though the map is little more than a crudely scrawled scrap, Damog swears by its authenticity. According to the pirate, it was sketched out through magical communication between Jukkeam and his father. Jukkeam indicated that he is being held with others from his former ship, so Thraxis should be nearby.

The PCs will grab Jukkeam and Thraxis, then return the way they came to the underground dock. It is then a simple matter of overcoming a couple of dock guards, boarding the *Laughing Lady*, and sailing to safety.

As the ship nears Dreadhold, read:

Isolated in the cold waters off Cape Far is the massive prison known as Dreadhold, the dumping ground for the most dangerous criminals in Khorvaire. As you approach, the dark sea air seems heavy and oppressive. Atop the rocky island, a thick black fog cloaks the prison. Only a single iron tower can be seen, jutting defiantly into the sky. Below it, angry waves crash against the jagged shoreline.

As the ship approaches, any Spot check notes guard manticores circling high in the skies.

As the PCs reach Dreadhold, read:

Though it seemed slightly crazed at first, Damog's plan seems to be working. After carefully maneuvering through the outer reefs by following faintly glowing orbs floating on buoys, the Laughing Lady enters a sea cave barely large enough to accommodate her beam. Tension mounts as seawater swells push the Lady's tallest mast nearly to the ceiling of the rocky tunnel. As you settle into large storage crates, you hear shouted hails as the ship is drawn up to an underground dock. Through peepholes in your crates, you catch glimpses of activity, spying a few dwarves, a hulking ogre, and what appears to be a massive ballista aimed directly at the ship.

Eventually, you hear Doc Grimm's voice, and your crate shudders as it is hoisted off the ship and moved down a corridor.

B6: HOLDING CELL

The action begins as the PCs exit their crates and move into the holding cell currently used for storage. Two guards are assigned to watch the storage room. However, the idea of anyone breaking into Dreadhold is so preposterous that neither expects to face anything more challenging than rats.

Tactical Encounter: B6: The Holding Cells on page 72.

Development: Once the PCs overcome the guards, they can follow Damog's map to Jukkeam's cell.

B7: FORGEHOLD

Damog's crude map primarily shows which turns to take in the labyrinthine corridors beneath Dreadhold. The map mentions only one significant landmark—a forge. This forge is worked by one of Figlamn's allies, an artificer named Ungart, along with Ungart's iron cobra companion.

As the PCs approach the room, read:

The chamber ahead is hot, and the air already feels thick and hazy. The centerpiece of the room is a massive forge, its brilliant yellow-white flame lashing up toward a blackened iron hood. The room is cramped with workbenches, a half dozen battered anvils bolted to their worn and chipped plank surfaces. Racks of hammers, tongs, bellows, and other tools are mounted along the walls above the benches, while other walls are stacked with crates filled with manacles, iron masks, and locks.

A large stand holds a 4-foot-by-4-foot stack of 1-inch-diameter iron bars, each between 6 and 12 feet in length. Several barrels of water are nearby, along with an apron rack, a rack of keys, and a 5-foot-by-10-foot clay bin used for carving and setting molds. On the south wall, a shallow alcove leads to a descending stairwell blocked by an iron gate.

Barred Iron Gate: 1 inch thick; hardness 10; hp 30; break DC 28; Open Lock DC 25.

Tactical Encounter: B7: Forgehold on page 73.

B8: JUKKEAM'S CELL

Once they overcome Ungart, the PCs face no further obstacles to finding the cell of Jukkeam. The son of a merchant lord who started out as a pirate, the young man thought to follow in the first half of his father's footsteps and seek a life of adventure on the high seas. Unfortunately for Jukkeam, his first voyage was cut short by a Cloudreaver attack. The pirates scuttled his vessel, taking all survivors prisoner to sell as slave labor to Filgamn's shard mining operation. A majority of the prisoners have no idea where they are, and they would be unlikely to believe it if they did.

Jukkeam is half-starved and exhausted, but has kept his wits about him. When first delivered to Dreadhold, he was lucky enough to overhear the prison mentioned by name by one of the guards. Though blindfolded, he counted the steps and turns from the ship to his cell, memorizing the route and formulating a map in his mind. His effort was rewarded when his father, grown worried by the boy's absence, used a *sending* spell from House Sivis to contact Jukkeam and determine where he was.

When the party arrives, read:

The shouts of prisoners echo down the hallway as news of your incursion travels quickly. You approach the cell marked on your map as Jukkeam's. In it stands a young man, perhaps fifteen years old, with a calm look on his face. "It's about time you arrived," he says, as if you were expected.

Jukkeam thanks the PCs for his release, promising that his father will reward them well once he is taken to a major city. (This is the 2,500 gp previously promised by Damog.) The PCs undoubtedly have questions, and the lad tells what he knows of his capture by the Cloudreavers and the mining operation. He also smugly explains the escape plan and how it was his idea. When the conversation turns to Thraxis, he responds:

"Thraxis? Little gnome fellow? Beady eyes, with a sort of unsavory look about him? He was here, but you arrive too late for his rescue. Two weeks past, he went with a group to mine a shard cavern below, but they were attacked by something unnatural that crawled out of the depths of Khyber. Only one of the guards escaped. It's been the biggest news around here—until today, that is."

Jukkeam knows where the cavern is. Once the PCs make their way past a guard post, the bodies of slaves and guards help mark the way to the dolgaunts' domain. Jukkeam accompanies the party (he does not want to be left alone), but hangs back during combat and avoids entering the dolgaunt cavern.

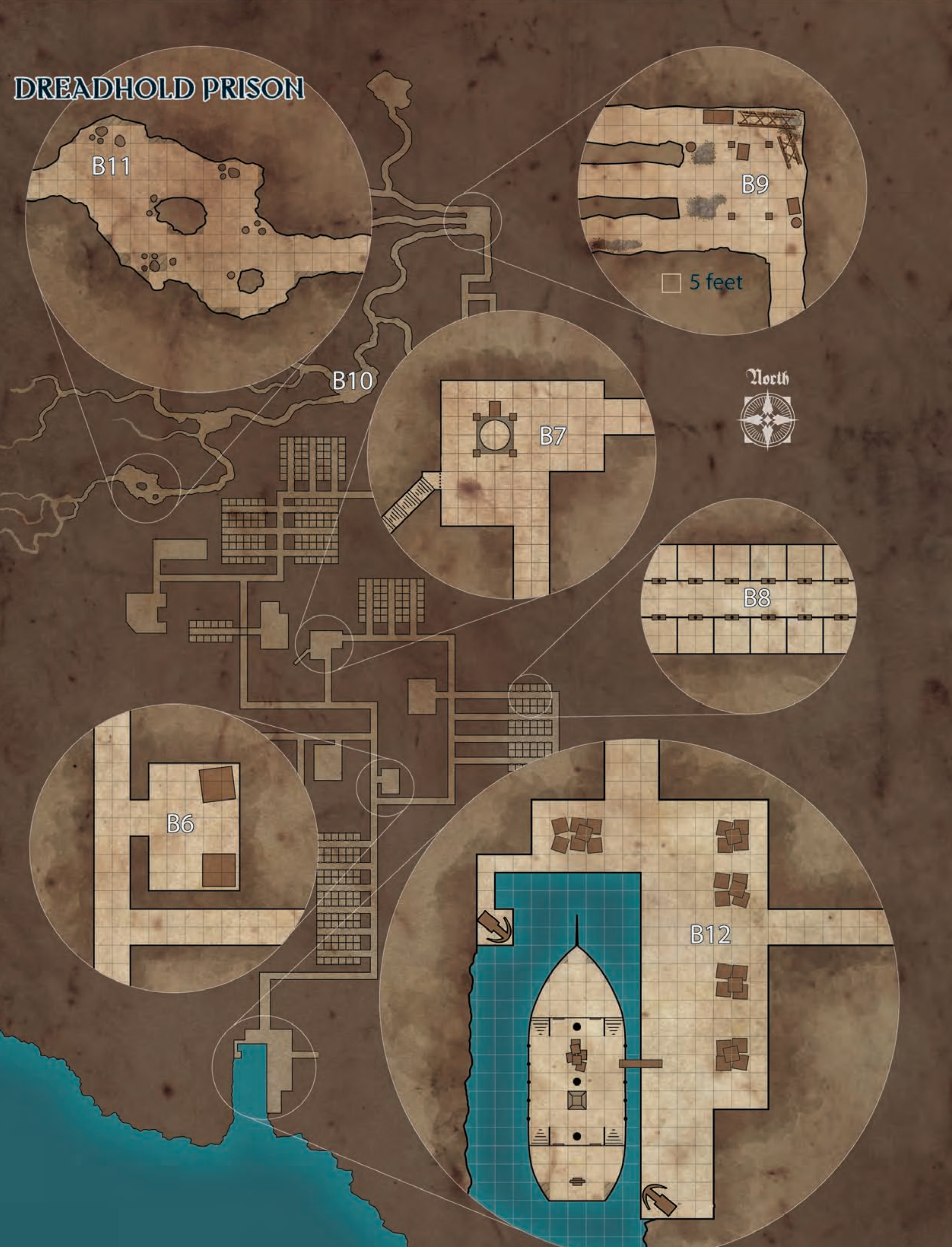
THE UNDERPRISON

The underprison is a twisted maze of isolated cellblocks and confinement chambers, many of which are fitted with special devices or otherwise adapted to restrain excessively deviant or dangerous prisoners. All but a few cells are empty, but those that are occupied are terrible to behold. In one cell, a prisoner's head is encased in a metal mask, his hands manacled behind his back and bound to the

RUNNING THE JAILBREAK

The encounters presented here follow a straightforward script, which you can modify according to your needs or the needs of the players. The PCs must quickly overcome the Kundarak guards in the holding cell, then follow Damog's map to Jukkeam's cell. Once there, they discover that Thraxis was captured two weeks before by a band of dolgaunts, who have claimed a nearby Khyber dragonshard cavern as their own. The PCs must infiltrate the dolgaunts' cave and find what's left of Thraxis before returning to the *Laughing Lady*. Before they can escape, however, they must fight through the forces of the dwarf slaver Figlamn at the prisoner transfer dock, disabling the arcane ballistae there to ensure their escape.

The cellblocks where Jukkeam is found house many more desperate prisoners, all of whom look upon the characters as rescuers. However, the PCs know that the *Laughing Lady* is not equipped to handle a large number of refugees. If characters balk at leaving the enslaved prisoners behind, Jukkeam announces that once he and the party have made a safe escape, he will use his father's resources to see the shard mining operation shut down.



DREADHOLD PRISON

B11
B9
5 feet
B10
B7
North
B8
B6
B12

wall. Another is bound in stocks and gagged with a thick leather bridle. All are brutally restrained and too far gone to cry out.

THE SHARD MINES

Beneath Dreadhold is an expansive series of volcanic chasms containing large deposits of Khyber dragonshards. Few of the Kundarak dwarves running the prison know of the abundance of shards beneath them, though they are definitely aware of the danger of Khyber's inhabitants. As such, the lower reaches of the prison are diligently guarded against the incursions of dolgrims, dolgaunts, mind flayers, and other servants of the Dragon Below.

Filgamn ir'Kundarak, also known as Filgamn the Black, discovered a dragonshard cavern during a Khyber assault mission decades before. Once he achieved the rank of block captain, Filgamn asked to be assigned to the deep wards to continue to defend against the Khyber threat. In reality, the dwarf had much darker motives.

For his plan to mine the dragonshards beneath the prison, Filgamn first used prisoners he thought no one would miss. However, after an incident resulting in the death of a prisoner who turned out to have important political connections, Filgamn turned to a more expendable source of labor. Today, the mines are worked by slaves and guarded by Filgamn's dwarves as they defend the passages leading deeper underground.

Two weeks ago, a group of dolgaunts attacked a mining crew in one of the shard caverns. Only one guard escaped, and the tale spread quickly through the slave population. The dwarves now avoid that cavern as Filgamn searches for a way to overcome the dolgaunts without alerting his masters to the secret mining operation.

B9: MINE ENTRANCE

The lower reaches of Dreadhold are a mix of hewn stone tunnels and natural chambers. The paths to Khyber are marked by dwarven guard posts, each occupied by four guards. Beyond the guard posts, the tunnels become natural lava tubes with only minimal signs of excavation.

As the PCs enter the mines, read:

Ahead, the tunnel of carved flagstones opens into a wider cavern with a low ceiling. Thick timbers shore up a combination of rough-hewn and natural walls, giving them added structural support. The cavern floor is worn from use and covered with scattered patches of loose gravel. Crude machinery and skeletal scaffolding fills the remaining space, along with massive cable spools set on crank spindles and wound with coarse hemp ropes.

Tactical Encounter: B9: The Mines on page 74.

Development: After overcoming or bypassing the guards, the PCs are able to follow Jukkeam's directions to the cavern held by the dolgaunts.

B10. THE FALLEN

A large pile of rubble spreads along the side of this corridor. Two mummified corpses sprawl across the stones.

The corpses are two slave miners who were killed by the dolgaunts and placed here as a warning to the dwarves. A DC 20 Search check or a DC 15 Heal check reveals that the victims were drained of their bodily fluids through hundreds of tiny holes in their flesh.

B11. THE DOLGAUNT CELL

Deep within the mines, a group of dolgaunts has been charged with determining the level and threat of the dwarven defenses. Their daelkyr master intends to take the most deranged criminals within Dreadhold and twist them into demented killing machines to be unleashed upon the world. First, however, he must determine what kind of force might be needed to fully infiltrate the prison.

This dolgaunt cell quickly overcame a group of miners and the guards that accompanied them, letting one dwarf survive so that his report might provoke the Kundarak wardens to send a sizable force. Now the dolgaunts stand guard to see what kind of defenses the dwarves will muster.

Tactical Encounter: B11: Dolgaunt Cell on page 75.

Development: Thraxis's body is among the dead. He is recognizable as the only gnome, and for the strange markings tattooed across his torso and back. His corpse, drained of its vital fluids, weighs 35 pounds and can easily be carried out. Alternatively, the PCs can copy the tattoos in some fashion and leave the body behind.

Ad Hoc XP Award: Give characters a bonus award of 500 XP each for finding Thraxis's body.

B12. GETTING OUT

The party should be able to backtrack to the *Laughing Lady* easily enough. The ruckus caused within the cellblocks by Jukkeam's release has not yet reached the docks. The PCs can surprise Figlamn and his allies unless they take no care to cover their approach.

As the party approaches the docks, read:

The Laughing Lady floats gently in the cavern waterway. The unloading is completed, and now only a single gangplank connects the ship to the dock. Groups of dwarves patrol the cavern, a hulking ogre standing near another dwarf who looks to be in charge. Two massive ballistae, one at each end of the cavern, point ominously toward the waterway, though the siege weapons currently have no one at their controls.

Even though Figlamn does a steady business with the Cloudreavers, he never lets his guard down when the pirates are around. Damog and his crew are pretending to fix a damaged sail, stalling for time as they await the party's return. The dwarf paces nervously as he waits for the *Laughing Lady* to finally leave. In order for the PCs to escape, they have to cross the open ground between the corridor and the docks. However, the guards are much more conscious of attempts to break out of Dreadhold than to break in. As such, it is exceedingly likely that the party will be spotted.

Tactical Encounter: B12: The Receiving Dock on page 76.

Development: Once the *Laughing Lady* is on its way, the trip back to Port Verge is uneventful. It is clear that Damog means to keep the Cloudreaver ship, and he offers party members a berth and free passage whenever they are next in the isles. The PCs will want to take their leave of Damog before the Cloudreavers come after their stolen property.

Following the Sea Wyverns' assault, Jukkeam makes good on his promise to the other prisoners. House Kundarak is notified of the slave-labor shard mines and Figlamn (if he was not killed) mysteriously disappears, implicating himself as the mastermind behind the operation. The House Kundarak wardens place the prison on high alert, though their focus is on the mines and the potential threat of attack from below. As such, the PCs face no threat from the house.

Figlamn, on the other hand, might seek cold and bloody vengeance against those who ruined his livelihood. As an optional hook or a starting point for subsequent adventures, have the dwarf hire assassins to determine who undertook the rescue—and to deal with them.

THE PRINCE'S MAP

The PCs have uncovered the second of the three keys needed to locate and unlock Jheamast's tomb. The tattoos on Thraxis's body consist of ancient Sarlonan writings in Old Common and the artificer's own notes on those writings. Thraxis made reference to symbols and glyphs engraved on and around the pillar that marks the tomb's entrance. His translation indicates that the tomb will remain sealed until those who bear "the power of the *Dragon's Eye*" arrive to open it.

However, even with Eliam's journal now complete, the PCs have no idea where on Trebaz Sinara to begin their search for the tomb. Three important landmarks mentioned within the journal—the dragon's boneyard, the lion's maw, and the wheel of fire—do not reference locations on any charts of the island that the PCs are able to obtain. Because of its many dangers, Trebaz Sinara has been mapped infrequently. Rumors of treasure there mean that the best of such maps tend to vanish along with the explorers who covet them.

As the PCs search for a map that conforms to the details of Eliam's journals, any Gather Information check in Port Verge reveals the existence of one detailed map of Trebaz Sinara. That map belongs to Ryger ir'Wynarn, ruler of the Seadragon Principality and high prince of the Lhazaar Sea.

THE PRINCE OF PIRATES

In this section of the adventure, the PCs journey to the idyllic isle of Greentarn. There, the majestic city of Regalport, jewel of the Lhazaar Sea and the seat of High Prince Ryger ir'Wynarn, lies nestled in a protected bay.

The imposing presence of Ryger's Seadragon fleet lends Regalport a stability sorely lacking in Port Verge and many other Lhazaar settlements. Regalport is highly cosmopolitan for a pirate town, boasting several dragonmarked house enclaves, including House Thuranni's headquarters not far from the docks. Regalport's Pirate Exchange features some of the most exotic goods in Khorvaire, and is perhaps the largest market east of the Mror Holds,

Because the map of Trebaz Sinara lies in Ryger's hands, the PCs have no choice but to seek him out. Once they track Ryger down at a rough-and-tumble dockside bar called the Rusty Anchor, they must win the favor of the pirate prince, either with honeyed words or displays of skill and talent.

Ryger keeps the map among the treasured mementos in his personal cabin aboard his flagship, *Dragoneye*. The PCs must decide how they will obtain the map or copy it. Unless they have Ryger's help, they must somehow infiltrate the ship to find the map. Even after finding the last piece of the puzzle, they must contend with more agents of the Blood of Vol.

REGALPORT

From Port Verge, the passage to Greentarn Isle on the *Swiftwind* is uneventful. When the PCs reach Regalport, read:

The setting sun casts its crimson reflection across Regalport Bay, rippling in the wake of a Zilargo trade ship. In the distance, a city lies nestled in the bay's protective embrace. A handful of ivory towers rise from the city proper beyond Regalport's lengthy stretch of boardwalks and docks. A large hospitality enclave of House Ghallanda sits in the center of the dock district, offering travelers respite after their long journey.

On a wide stretch of boardwalk spanning at least a mile is the famed Pirate Exchange, an enormous multistoried galleria bustling with sailors and newly arrived passengers and tourists. Within, merchants hawk their wares from booths, wooden stalls, and small peddler's boats navigating narrow canals in the boardwalk. The market's din, a cacophony of live animals and heated negotiations, carries across the bay.

Too many ships to count line the docks, but one stands out among them like a half-orc at a gnome's tea party: Dragoneye. Prince Ryger's flagship is an impressive vessel, whose soarwood hull is finished with mithral plating wrought to appear like a scaly hide. From some angles, the ship resembles a gargantuan dragon riding the waves more than a mundane sailing vessel.

Once the PCs arrive, they might want to check out the market, especially if they are short on supplies. The Pirate Exchange has items available beyond those typical for a town of Regalport's size. PCs can find items up to 10,000 gp in value for sale or trade in the market.

Be sure to play up the chaotic nature of this booming marketplace. Here, a wizened gnome matron might thrust a muzzled red and purple lizard at a party member. A plump merchant with an equally plump coin purse might plow into the PCs as he waddles along the boardwalk. The flirtatious wife of a Karrnathi noble might breathlessly offer to show the PCs a night on the town, paid for with the stolen proceeds of her husband's treasury. A group of young urchins might size up the characters as potential marks for one of the market's endless con games.

The Pirate Exchange is also an excellent place for a newly arrived party to get its bearings and soak up some juicy gossip. PCs can make Gather Information checks to discover the following bits of information.

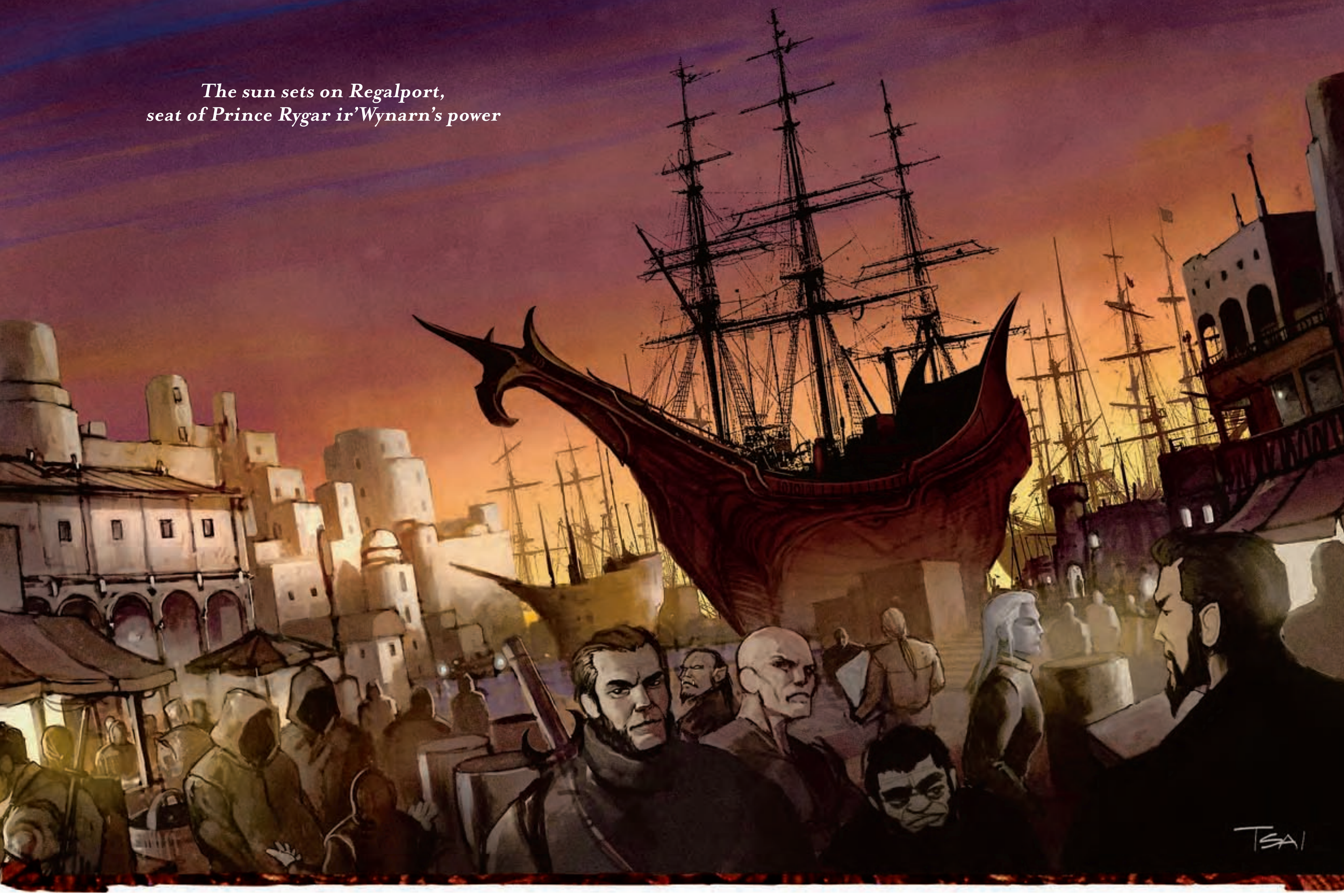
DC 15: The Rusty Anchor is the best place to spend an evening in all of Regalport. Wrestling, gaming, drinking, entertainers—the place has it all.

DC 20: Regalport has never been what one might call a safe town, but the violence has become especially pronounced in the past few weeks. Some blame the Blood of Vol, claiming that the cult's agents are in the city, hard in pursuit of something—or someone.

DC 25: In the past, Prince Ryger could simply hoist anchor, set sail for the horizon, fly the black flag, and wreak havoc at his whim. Now, he has the fate of all the principalities on his shoulders. These days, he satisfies his urge for excitement by watching knife throwing at the Rusty Anchor.

THE MAP

Once the PCs start making inquiries regarding Prince Ryger's map of Trebaz Sinara, any Gather Information check reveals that the prince's maps are the best in the principalities, and that all are kept aboard his flagship,


The sun sets on Regalport, seat of Prince Rygar ir'Wynarn's power

Dragoneye. However, the PCs can attempt to obtain the map a number of different ways.

Deal with the Prince: Forthright PCs might simply decide to ask Ryger for permission to copy the map. Ryger's initial attitude is indifferent, and he helps only if the PCs improve his attitude to helpful (Diplomacy DC 30). See encounter B13: The Rusty Anchor (below) and the Influencing the Prince sidebar for details on how the PCs might gain bonuses on their Diplomacy check.

Sneak Aboard: The PCs can attempt to use stealth to gain access to *Dragoneye*. See area B14: Boarding Dragoneye (page 61) for information on Ryger's flagship.

Impersonate Ryger: If the party includes a changeling or any character with illusion or shapechanging magic, such a character might decide to pose as Ryger to gain access to the war room and his personal quarters on *Dragoneye*. The Rusty Anchor is the best place to get a look at the prince.

Charm the Prince or His Crew: While fraternizing at the Rusty Anchor, the PCs might also use spells such as *charm person* to manipulate Ryger or his crew and gain access to the ship.

B13. THE RUSTY ANCHOR

The Rusty Anchor is a large tavern near the heart of the Pirate Exchange. Not quite as rowdy as the dockside taverns, the Anchor still serves as one of the hottest nightspots in Regalport, primarily due to its clientele. Merchant nobles, pirate lords, agents of the dragonmarked houses, and even Prince Ryger ir'Wynarn himself are known to frequent the Anchor, rubbing elbows with sailors, merchants, and common folk.

Designer's Notes

This adventure features two different ways for the PCs to gain access to the map on Prince Ryger's ship. Encounter B13: The Rusty Anchor and the accompanying Influencing the Prince sidebar give PCs the chance to use their wits and skill to gain Ryger's favor. If the characters are successful, they can gain access to *Dragoneye* and a royal connection that might provide hooks for future adventures.

Encounter B14: Boarding Dragoneye is an alternate encounter designed solely for those characters who like their challenges to involve straight up combat and significant peril. Sneaking aboard Prince Ryger's flagship in an attempt to steal his property is not a task for the faint of heart. Players should choose this option only if they understand the risks, or if they have failed miserably at getting on Ryger's good side.

Waves of drinking songs and hearty cheers flow out the wide-open double doors of the Rusty Anchor, a large, three-story tavern in the midst of the Pirate Exchange. Everywhere you look, a different sort of entertainment is in progress. A wide stage features jugglers, musicians, and other performers, while tables at one side of the hall are a venue for an intense arm-wrestling competition. Near the wide bar, a list of names and numbers is chalked up on a slab of slate. An adjacent cleared space serves as a knife-throwing alley, where patrons hurl blades and insults with equal dexterity.

In the center of it all stands a railed platform a few feet above the floor. The tables there give a clear view of the Anchor's entertainment, but are all currently empty.

Shortly after the PCs arrive, Prince Ryger makes his entrance. He and his entourage take seats at the tables on the central platform. Ryger waves to the barkeep and shakes hands with a number of patrons who approach to greet him.

INFLUENCING THE PRINCE

Prince Ryger is initially indifferent to characters he does not know, including the PCs. He is approachable, however, and allows characters a chance to sway him with words. If the party seeks him out, he waits patiently and politely as the PCs state their business. One PC is then allowed a Diplomacy check on behalf of the party to improve Ryger's attitude. Ryger must be made helpful (DC 30) before he is willing to give the PCs access to the map they need. Regardless of whether the initial check is successful, Ryger says he will consider the request as he dismisses the PCs.

Play up Ryger's interests in order to give the PCs clues as to what they might do to gain favor. Every so often, the prince shouts out to the barkeep to deliver a round to the knife thrower atop the night's scoreboard (prompting a cheer from the corner of the tavern where that leader sits). As arm-wrestling tournaments end, Ryger takes a moment to lean over the rail and shake the hand of the winner. When a particularly good performance ends on stage, he invites the performer over to share a drink.

Keep track of the initial Diplomacy check made by the PCs, then modify it as the party completes any of the following challenges.

Performing: A PC with the Perform skill might try his hand on the Anchor's stage. A great performance (DC 20) adds a +1 to the party's Diplomacy check. A memorable performance (DC 25) garners a +3 bonus, while an extraordinary performance (DC 30) gives a +5 bonus toward winning Ryger's favor. Each member of the party can attempt a Perform check only once.

Arm Wrestling: Ryger loves to watch feats of strength, and a strong character can enter the arm-wrestling tournament. The single-elimination tournament involves five matches, each against a progressively stronger opponent.

An arm wrestling match involves a series of opposed Strength checks. The winner of the first roll gains an advantage. If the participant with the advantage wins the following roll, he wins the match. If he loses the following roll, he loses the advantage and the wrestlers must roll again to determine who next gains the advantage.

A PC's first-round opponent is an easy challenge, with a Strength score of 12 (+1 modifier). The Strength score of opponents in subsequent matches increases by 2 each time. In the fifth and final match, a successful PC challenger faces Baragor Draa'len, Ryger's orc bodyguard. The massive Baragor has a Strength score of 20 (+5 modifier). If his opponent gains an advantage, he flies into a rage, increasing his Strength to 24 (+7 modifier).

The PCs earn a +1 bonus on the party's Diplomacy check for each match won in the tournament, to a maximum of +5 if one of them emerges the sole victor.

Knife Throwing: Ryger also appreciates skill with a blade, and the knife-throwing alley near the bar provides another way for PCs to showcase their skills and impress the prince.

To play, a contestant pays 10 gp and throws five daggers at a target on the wall. Practice throws are allowed, but once a PC pays and starts throwing, each of his next five throws counts. Contestants are allowed only one entry per night, and they must use house daggers (plain, nonmasterwork blades). For each throw, the contestant makes an attack roll. A player's final score is the total of his five modified rolls.

The better a character does, the more impressed Ryger becomes. A PC with a score of 90 or higher has done well enough to have his name chalked on the high scores of the night, giving the party a +1 bonus on its Diplomacy check. A PC garners an additional +1 bonus for every 10 points by which his score exceeds 90, to a maximum total bonus of +5. The high score for the night is 130. A character who beats that score also wins the pot (330 gp).

Magical augmentation is prohibited in the Anchor's competitions, and PCs seeking to bend the rules to their favor will need to do so carefully. Anyone observed drinking a potion or slipping outside with a spellcaster just long enough to take advantage of *bull's strength* or *cat's grace* might find themselves under suspicion or the subject of *detect magic*. Elimination because of cheating will annul any bonus gained by the PC and give the party a –10 penalty on its Diplomacy check as their reputation becomes tainted.

Toward the end of the evening, Ryger and his entourage rise and head for the door. If the PCs have won his favor with a modified Diplomacy check of 30 or higher, he tells his group to wait a moment as he approaches the characters. He gives them a written note, saying:

"Deliver this tomorrow morning to Syn, Dragoneye's first mate. He'll let you look for your map. I would take you myself, but I have other business to attend to. Best of luck, and may the winds favor you!"

The note grants the party access to Ryger's war room aboard *Dragoneye*. However, the PCs will need to figure out that the map is not there but in the prince's personal quarters. The PCs are accompanied by a force of six Seadragon regulars while they are aboard the ship, and are not allowed to remove anything from it.

Any conversation with the Anchor's regulars reveals that Ryger comes to the tavern often for an evening of revelry and drinking. The prince makes an effort to congratulate the nightly winners of the arm-wrestling and knife-throwing competitions, and he always has a word with the bards and other performers (at least the ones who do well). If the PCs seek to gain Ryger's favor, their best approach is to impress him in the tavern (see the Influencing the Prince sidebar).

Ad Hoc XP Award: Award each member of the party 800 XP if they are successful at gaining the prince's permission to look for the map aboard *Dragoneye.*

B14. BOARDING DRAGONEYE

Finding Ryger's flagship is easy enough. *Dragoneye* is moored at the docks only a few hundred feet south of the Pirate Exchange. Gaining access is more complicated, however. The ship's normal complement consists of fifty Seadragon regulars and five sergeants. Much of the crew is on their last night of shore leave before the ship's departure in the morning (*Dragoneye* is about to embark on a four-week patrol of the principalities). Even so, the ship is far from undefended. It is currently guarded by 20 Seadragon regulars, 4 hardened Seadragon sergeants, and Prince Ryger's first mate, a changeling swashbuckler named Syn.

Whether they board *Dragoneye* with permission or by stealth, the PCs have access only to the main decks and the chambers beneath the forecastle. The rest of the ship (including the quarterdeck, the hold, and the crew's quarters) is off limits to escorted PCs and too busy for clandestine access.

Casing the Ship

Any PC who wishes to do so can observe *Dragoneye* from a nearby pier, making Spot checks to note the following details:

10 or lower: *Dragoneye* is stocking up on supplies. Dozens of laborers are boarding the main deck from the pier, laden with crates of food, bundles of lumber, and barrels of drinking water, ale, and tar.

11–15: The Seadragons are having a hard time keeping track of all the laborers, though none are being allowed belowdecks or anywhere near the forecastle or quarterdeck. A handful of Seadragons wear crisper uniforms than the others, with stripes on their upper arms. They appear to outrank the rest.

16–20: Two Seadragon regulars are perched in the crow's nest, but the two are all but ignoring the port side of the ship away from the docks. Four raised battle decks, two stern and two aft, are home to pairs of ballistae. Each battle deck is guarded by a pair of Seadragon regulars.

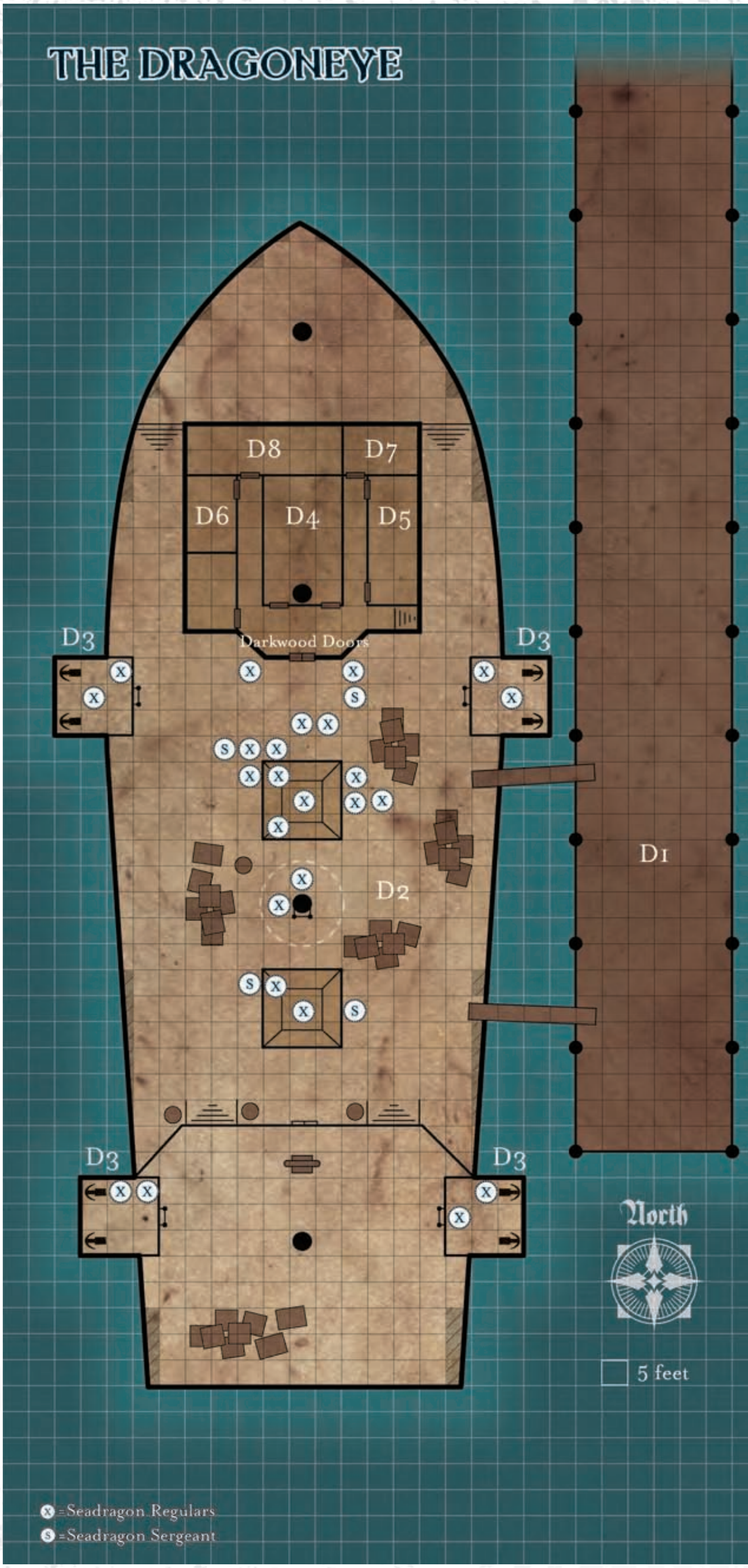
20–25: The forecastle and quarterdeck are guarded by two Seadragon regulars at all times. In addition, regulars are working in three crews of five each to lower supplies into the cargo hold. Two sergeants oversee the process.

Tactical Encounter: B14: Seadragon Showdown on page 78.

D1: Crownpoint Pier

This long stretch of dock is reserved for *Dragoneye*, and it remains empty when Ryger is at sea. As the PCs approach, read:

Dark mahogany planks line the pier, and everbright lanterns in the shape of serpentine dragons hang from posts spaced every 30 feet along the walkway.



Moored at the far end is Dragoneye, its sails tied tight around each of its five masts.

Workers move about the docks loading fresh supplies for Dragoneye's upcoming patrol of the principalities. Several of the flagship's gangplanks extend dockside, trodden by sweat-soaked, bare-chested human and dwarf laborers. They work under the watchful eye of a tall human with close-cropped black hair, dressed in full Seadragon regalia with several stripes cresting his upper arm. Other Seadragons assist with the unloading of supplies on deck.

The dark-haired human is one of Ryger's well-trained sergeants, and he is the first obstacle in the path of a party needing to gain clandestine access to the ship. If the PCs wish to sneak aboard as laborers carrying supplies, they must make a successful Disguise check opposed by the sergeant's Spot check (+8 bonus) to look the part. They must then make a successful Bluff check against the sergeant's Sense Motive (+1 bonus) to join in with the loading, either making up some excuse for being late or pretending to have been there the whole time. Both checks receive a +4 bonus because the sheer number of laborers makes it difficult for the sergeant to keep track of them all.

If a character posing as Ryger arrives here, make a Disguise check against the sergeant's Spot check. The sergeant gets an additional +6 bonus (for a total of +14) because of his familiarity with the prince. If the PC's check beats the sergeant's, he salutes and allows the party aboard.

Once the party boards, another sergeant approaches (making another Spot check at a +14 bonus against the PC's original Disguise check result). This sergeant tells the disguised Ryger that Lieutenant Syn is looking for him. Unless the character makes a solid excuse (a successful Bluff check against the sergeant's Sense Motive at a +1 bonus), the sergeant barks an order and a Seadragon regular heads for the quarterdeck to inform Syn of "Ryger's" return. Syn arrives in 3 rounds and immediately makes a Sense Motive check against the PC's Disguise check. He has a +8 bonus on his check and receives an additional +8 (for a total of +16) because he and the prince are close friends and sparring partners.

D2: Main Deck

The Seadragons are busy here with the loading of supplies. Fifteen Seadragon regulars work in three crews of five each to lower crates and barrels into the cargo hold below, where another crew packs the supplies in. Two sergeants oversee this process.

The PCs have no easy way to access the cargo hold belowdecks. If they somehow manage to, the hold contains nothing of interest and offers no access to other areas of the ship.

D3: Battle Decks

These raised decks are accessible by the ladders shown on the map of the ship. Two battle ballistae are housed on each deck. Each ballista is loaded with a standard bolt and has twenty additional bolts stacked nearby. Specialized bolts with magic warheads are racked between the two ballistae on each deck.

D4: War Room

This chamber is where Ryger and his captains track the positions of the Seadragon fleet. When the PCs enter, read:

At the center of this chamber stands a large display table with a topographical map of the Lhazaar Principalities and the surrounding ocean. The waters of the Lhazaar Sea shift and ripple as if real, and storm systems can be seen floating above the tabletop. Miniature ships of startling detail are positioned across the water.

On every wall of the room are mounted meticulously detailed nautical charts, showing coastlines and reef systems in varying scales.

Dragoneye's nautical charts are the best in the Principalities. They can easily fetch 500 gp each from interested buyers (most commonly pirates such as Damog Hellscurvy). Although one map shows Trebaz Sinara and the surrounding waters, it does not feature the geographical details mentioned in Eliam's journal.

A PC examining the illusory display table in detail can make a DC 20 Knowledge (geography) or Profession (sailor) check to realize that the deployment and routes of the Seadragon fleet are depicted there. Anyone taking the time to record the routes could sell the information to interested parties (including smugglers, pirates, or House Lyrandar) for as much as 1,000 gp.

D5: Officer's Dining Hall

This is where Ryger dines with his officers and entertains dignitaries and guests.

Regal high-backed chairs ring a long mahogany dining table in the center of the room. At the head of the table stands a darkwood dining chair carved with sea drake motifs. Against the far wall, a wood and glass cabinet contains a dozen sets of fine dinnerware.

Gold-banded tankards, intricately detailed porcelain plates, and fine silver cutlery are on display in the case. Ryger's own cup, a ruby-studded ivory drinking horn with platinum bands and mother-of-pearl inlay, sits at the center of the middle shelf. The drinking horn is worth 1,000 gp, or 5,000 gp to any of the lesser sea barons or princes who covet Ryger's power. The rest of the finery is worth a total of 300 gp. The horn has great sentimental value to Ryger, and he will more than likely pursue a thief to the bleakest corners of Eberron to get it back.

D6: Baragor's Quarters

Ryger's burly half-orc bodyguard calls this musty cabin home. He cleans it once a month (when Ryger commands him to). The bed is a tangled nest of blankets. A simple footlocker beside it contains only two pairs of pants and a broken iron collar Baragor wore when he was an indentured servant. Ryger bought his freedom, and Baragor keeps the collar to remind himself what he owes the prince.

D7: Syn's Quarters

An enigmatic changeling who swore his sword to Prince Ryger two years ago, Syn has risen quickly through the ranks. He now keeps his quarters next to the high prince. When the PCs enter, read:

This cabin is spotless and well organized. One mirror hangs on the wall, while another is mounted above the bed. An enormous wardrobe stands against the wall to your right.

The wardrobe is filled with high-quality clothing for men and women, with dozens of styles and color schemes represented. Fifty outfits are located within, each worth 20 gp.

D8: Prince Ryger's Quarters

The high prince's majestic quarters consist of a sleeping cabin and adjoining study. The sleeping cabin houses a large feather bed covered with satin sheets, fleece blankets, and goose-down pillows.

As the PCs enter, read:

A small crystal chandelier hangs above a darkwood desk. The walls are lined with bookshelves containing leather-bound tomes and relics no doubt captured as booty by Ryger in his pirating years. A kenku skull, a candelabrum in the shape of a blue dragon, and a cunningly carved globe of jade mounted on an ivory stand are notable.

A pair of silvered short swords hangs on the far wall, along with a beautiful tapestry depicting the islands of the Lhazaar Sea. A suit of armor stands sentry against the right wall, a battleaxe held in its gauntleted hands. Next to it stands a large oak chest.

The desk has what appears to be some kind of naval-engagement miniatures game laid out on it, in a configuration noted as "Lhazaar repels Mabar's Shadow Fleet." The ships are wrought of fine quality silver and obsidian.

Trap: The oak chest next to the suit of armor is trapped. Anyone attempting to pick the lock or break the chest open risks shattering a sealed glass container that releases a cloud of poison gas.

Poison Gas Trap: CR 7: mechanical; touch trigger; no reset; multiple targets (all targets in 10-ft.-by-10-ft. area); never miss; poison gas (Fort DC 20, 2d6 Dex/2d6 Dex); Search DC 24; Disable Device DC 25.

Treasure: The leather-bound books here include works of nautical lore, poetry, and the memoirs of several of history's most notable sea captains. Included is an early copy of the diaries of Lhazaar herself, worth 300 gp to an interested buyer. The silver and obsidian set of engagement ships and dice are worth 100 gp.

Anyone searching the desk can find a hidden compartment with a DC 20 Search check. Within is a pair of black silk gloves studded with diamonds. Both are *gloves of storing*. The right hand currently contains a *+1 flaming light crossbow* (loaded), while the left stores a *potion of cure serious wounds* (unstoppered and ready for immediate consumption).

The oak chest contains a *+1 keen longsword*, a *blue elemental gemstone*, and a collection of fine clothing.

Development: The map of Trebaz Sinara the PCs seek is hanging beneath a tapestry on the far wall of the study. The details on the map indicate the location of the dragon's boneyard (encounter C1) and the lion's maw (encounter C2). Combined with Eliam's explorer's journal and the missing notes obtained from the artificer Thraxis's remains, the map is the last piece of information necessary for finding Jheamast's lost tomb.

Whether the PCs have come aboard clandestinely or not, they have the option of attempting to steal the tapestry (it detaches easily from the wall and can be folded to fit in a pack) or carefully copying the map.

Ad Hoc XP Award: Award the PCs 600 XP for obtaining or copying the map.

B15. THE BLOOD OF VOL STRIKES BACK

As a result of Dura ir'Matellan's failure to capture the journal or the *Dragon's Eye* at Vorgaard's estate, Vol has sent some of her more dangerous minions to shadow the party: divinity seekers from the cult cell in Regalport.

Blood of Vol divinity seekers look for the source of divine power within the blood of living creatures. Too often, they examine this blood as it is in the process of spilling out of those living creatures. They revel in death, entering a trancelike state of bloodlust as they fight. Their weapon of choice is a wicked chain with a bladed spike on the end, poking through the eye socket of a former victim's skull. Divinity seekers paint their skin a pale gray or white, filing their teeth to points to more closely resemble the undead creatures that serve their mistress Vol.

One such divinity seeker has been monitoring the PCs activities since their arrival in Regalport. She has enlisted the aid of two powerful minions of the Blood of Vol: a crazed barbarian fanatic and a crusader known within the ranks of the cult as an exarch.

Tactical Encounter: B15: The Fog Rises on page 80.

CONCLUDING PART 2

Once the PCs succeed in procuring the tapestry map and avoid bloody vengeance at the hands of the Blood of Vol, they have everything they need for their expedition to Trebaz Sinara. There, they locate the tomb of the mysterious Jheamast, seeking insight into the strange dragonmarks they bear and the cryptic *Dragon's Eye*.

Prince Ryger's Map

The map that the characters should obtain during this part of the adventure is not illustrated in this book, but you can construct a simple version of it to use as a handout for the players.

To start, sketch an outline of Trebaz Sinara as shown in the DM's map (page 84) and fill in the significant terrain features. The upper portion of the space to the right of the map contains an embroidered image of two sketelal dragons fighting each other; an arrow points from that image to the location on the DM's map labeled C1. In the lower portion of the space to the right of the map ia a depiction of a lion's opened jaws; an arrow points from that image to the location on the DM's map labeled C2.

The hints on this map serve to lead the PCs to the right place to come ashore, and what direction to head in after they complete the first encounter. From then on, their path will be dictated by the unfolding events.

KRULAK TWINS' AMBUSH

Encounter Level 8

SETUP

As the PCs approach the mansion steps, place the Emerald Claw soldiers and Arielon at their locations. Do not place the Krulak twins on the map unless the party somehow sees through their *invisibility*.

When the Emerald Claw soldiers spot the PCs, read:

> *As the Emerald Claw troops raise their weapons, one man garbed in stylish green robes steps forward to speak.*
>
> *"Greetings, friends. Apologies about the state of the place. You see, Vorgaard proved less hospitable than we would have liked. But he is old news, friends, and you are freshly arrived. Two paths lie before you now. One leads you back to your ship and safely away. The other ends with your corpses reduced to ashes in the inferno. No one will ever know your fate. Take the first path, friends. Place the Dragon's Eye on the ground before you and walk away."*

Any attempt at parlay by the PCs is treated as an attempt to create a diversion. Arielon signals the soldiers to attack.

When battle breaks out, read:

> *The soldiers ready their weapons and surge toward you, screaming "For Karrnath!" as they close. The green robed man retreats to the rear, surrounded by four of his loyal followers.*

Wait until the PCs begin to overwhelm the soldiers or Arielon, then place the Krulak twins on the map. Assume they have moved into the most advantageous positions and refocused during the fray, so their initiative count is 24.

When the Krulak twins materialize, read:

> *The tide begins to turn as another soldier falls to the flagstones, but even as you seize the initiative, a savage roar rises above the din of the raging inferno. Two hulking monstrosities appear out of nowhere, each 10 feet tall and dressed in fine chain shirts. Though they appear to be ogres, their eyes betray a sinister intelligence. Both giants heft greatswords, demonic snarls twisting across their hideous faces.*

8 EMERALD CLAW SOLDIERS — CR 1

hp 14 each (2 HD)

Male human warrior 2
LE Medium humanoid
Init +0; **Senses** Listen +0, Spot +0
Languages Common

AC 17, touch 10, flat-footed 17
Fort +4, **Ref** +0, **Will** +0

Speed 20 ft. (4 squares)
Melee flail +3 (1d8+1)
Ranged light crossbow +2 (1d8/19–20)
Base Atk +2; **Grp** +3
Atk Options Power Attack
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8
Feats Power Attack
Skills Intimidate +3, Ride +4
Possessions combat gear plus chainmail, heavy wooden shield, light crossbow with 20 bolts, dagger

ARIELON — CR 5

hp 25 (5 HD)

Male human rogue 5
CE Medium humanoid
Init +2; **Senses** Listen +6, Spot +11
Languages Common
AC 18, touch 14, flat-footed 18; Dodge, uncanny dodge, +1 against traps
Resist evasion
Fort +2, **Ref** +8 (+9 against traps), **Will** +1

Speed 30 ft. (6 squares)
Melee *+1 rapier* +8 (1d6+1/18–20)
Ranged mwk light crossbow +8 (1d8/19–20)
Base Atk +3; **Grp** +3
Atk Options Point Blank Shot, sneak attack +3d6
Combat Gear *potion of cat's grace*†, *potion of cure moderate wounds*
† Already used

Abilities Str 10, Dex 19, Con 13, Int 10, Wis 11, Cha 18
SQ trapfinding
Feats Dodge, Weapon Finesse, Point Blank Shot
Skills Bluff +13, Climb +2, Decipher Script +6, Diplomacy +15, Escape Artist +13, Gather Information +6, Hide +13, Intimidate +12, Jump +2, Listen +6, Search +5, Spot +11, Swim +2, Tumble +10
Possessions combat gear plus masterwork studded leather, masterwork buckler, masterwork light crossbow with 10 bolts, *eyes of the eagle*, emerald brooch (250 gp), green silk robes trimmed with gold (20 gp), one ivory earring in the shape of a crane (50 gp)

TACTICS

At the outset of combat, the soldiers on the balcony quaff their *potions of protection from good* as they move to protect Arielon. They take up firing positions behind the columns, granting them cover (+4 AC). The other soldiers drink their potions if they have time, otherwise taking up positions on the stairs to attack any PCs who attempt to close. The soldiers on the stairs use their crossbows as long as the PCs are out of melee range, then gang up on any attacking PCs (flanking if possible). If a PC gets up the steps, one of the soldiers with Arielon moves to the closest brazier and kicks it over, sending fiery coals raining down. All the soldiers are zealously dedicated to their mission. They fight until slain.

Krulak Twins **CR 6***

Monster Manual 200
hp 40 each (5 HD); regeneration 5

*The Krulak twins' reduced CR is due to their already having used many of their most dangerous abilities.
Male ogre mage
LE Large giant
Init +4; **Senses** darkvision 90 ft., low-light vision; Listen +10, Spot +10
Languages Common, Giant

AC 18, touch 9, flat-footed 18
SR 19
Fort +7, **Ref** +1, **Will** +3

Speed 40 ft. (8 squares), fly 40 ft. (good)
Melee greatsword +7 (3d6+7/19–20)
Atk Options Combat Expertise
Spell-Like Abilities (CL 9th):
At will—*darkness, invisibility*
1/day—*charm person* (DC 14), *cone of cold*† (DC 18), *gaseous form*†, *sleep*† (DC 14)
† Already used
Space 10 ft.; **Reach** 10 ft.
Base Atk +3; **Grp** +12

Abilities Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17
SQ change shape
Feats Combat Expertise, Improved Initiative
Skills Concentration +11, Listen +10, Spellcraft +10, Spot +10
Possessions greatsword, chain shirt

Change Shape (Su) The Krulak twins can assume the form of any Small, Medium, or Large humanoid or giant.
Regeneration (Su) Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other organ is severed, it must be reattached within 10 minutes or the ogre mage dies.

Arielon is a coward's coward, and he has survived this long only on his good looks and silver tongue. He is not unskilled with a rapier, but prefers the training ground or a civil duel to heated combat. He quaffs his *potion of cat's grace*, then relies on the Emerald Claw soldiers and the Krulak twins to defend him. While the PCs are engaged by his minions, Arielon is happy to loose his blade, flank a foe, and run them through. If he comes face to face with a dangerous adversary, he backpedals behind cover and uses his crossbow at Point Blank Shot range. If cornered, he immediately drops his weapons and weepingly begs to be spared.

Fortunately for the PCs, the Krulaks taxed their magical abilities in the initial assault against Vorgaard's prodigious defenses, using *gaseous form* to infiltrate, *sleep* to remove guards, and their *cones of cold* to unsuccessfully stem the inferno that broke out when the Blood of Vol cultists set fire to the residential wing.

The ogre mages now have no choice but to resort to melee combat—something they quite enjoy. One of the brothers remains in flight, using his reach to attack grounded opponents (and gaining a +1 bonus on attack rolls for being on higher ground). The other wades into melee with the rest of the party. If either brother is reduced to 5 or fewer hit points, he immediately casts *invisibility*. The less wounded Krulak then covers the other's escape for 1 round before retreating as well.

Features of the Area

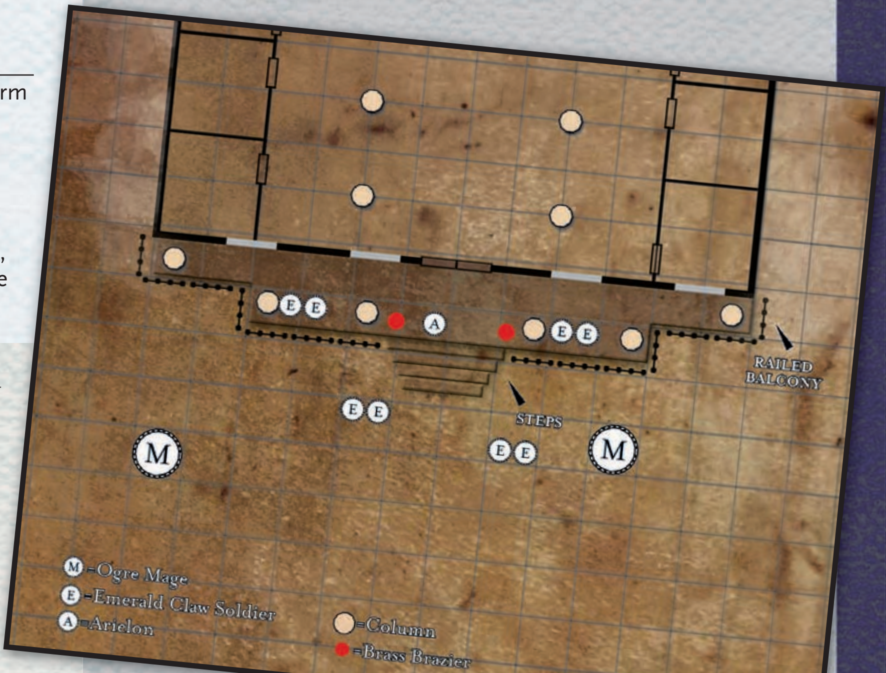
Illumination: Varies by time of day. At night, torches set into sconces on the columns provide bright illumination on the balcony and within 20 feet, and shadowy illumination out to 40 feet. The ogre mages have darkvision out to 60 feet.

Steps: These flagstone steps lead up to the front door of Vorgaard's mansion. The steps are gradually inclined and do not count as difficult terrain, but anyone attacking an enemy below them on the staircase receives a +1 bonus on attack rolls for higher ground (the Emerald Claw soldiers take advantage of this).

Columns: Marble columns support the balcony above the raised entrance to the mansion. They supply anyone behind them with cover (+4 AC).

Double Doors: These unlocked doors open into Vorgaard's estate. If they are locked, they have hardness 5, 100 hp, and require a DC 20 Strength check to break.

Brass Braziers: These 5-foot-diameter braziers contain well-stoked fires fueled by high-quality coal. Anyone tipping over a brazier (Strength DC 10) causes a spray of burning coal to cascade out in a 20-foot cone. Any characters in the area take 2d6 points of fire damage and are blinded for 1 round. A DC 13 Reflex save negates the blindness and halves the damage.



One square = 5 feet

CONCLUSION

Because the Krulaks have already expended their most potent spell-like abilities, the PCs should gain 75% of the normal experience point award for defeating them.

TENTACLES AND A TEMPTRESS

Encounter Level 8

SETUP

As soon as the PCs enter area B3, use the read-aloud text below and call for initiative.

As the PCs enter the area, read:

> *Framed by the breathtaking stained glass above, a taxidermist's masterpiece hangs suspended from several thin cables—an alchemically preserved giant squid. You recognize the figure standing at the opposite side of the great hall—the tall woman from the Q'barran jungle, now flanked by a pair of very dead-looking humans. With an evil leer, she tosses a black gemstone at the enormous cephalopod. You see a flash of light; then the long-dead creature shudders. Its leathery tentacles unfurl, sending a fall of dust to the floor below. The woman smiles at her newfound ally and gestures your way. "Crush them, my pretty."*

2 KARRNATHI ZOMBIES CR 3

EBERRON Campaign Setting 292
hp 22 each (3 HD); **DR** 5/slashing

LE Medium undead
Init +0; **Senses** darkvision 60 ft.; Listen +6, Spot +6
Languages Common

AC 22, touch 10, flat-footed 22
Immune undead immunities (*MM* 317)
Fort +1, **Ref** +1, **Will** +3

Speed 20 ft. (4 squares)
Melee mwk longsword +6 (1d8+3/19–20)
Base Atk +1; **Grp** +4

Abilities Str 16, Dex 11, Con —, Int 11, Wis 10, Cha 1
SQ undead traits (*MM* 317)
Feats Toughness, Weapon Focus (longsword)
Skills Listen +6, Search +4, Spot +6
Possessions masterwork half-plate armor, masterwork light steel shield, masterwork longsword

DURA IR'MATELLAN CR 6

Female human cleric 6 (Blood of Vol)
hp 48 (6 HD)

CE Medium humanoid
Init +3; **Senses** Listen +3, Spot +3
Languages Common, Draconic

AC 19, touch 13, flat-footed 16; Dodge, +2 against good creatures, cannot be touched by good summoned creatures
Immune protection from possession, mental control
Fort +8, **Ref** +5, **Will** +8; +2 against good creatures

Speed 20 ft. in breastplate (6 squares), base speed 30 ft.
Melee *+1 dagger* +8 (1d4+1/19–20)
Base Atk +4; **Grp** +4
Special Actions death touch 1/day (+7 melee touch, 6d6), rebuke undead 5/day (+4, 2d6+8, 6th), spontaneous *inflict* spells
Combat Gear *potion of mirror image, 2 undead servant gemstones**
*See page 11
Cleric Spells Prepared (CL 6th):
3rd—*animate dead* (CL 7th), *vampiric touch*ᴰ (3) (CL 7th) (+7 melee touch)
2nd—*bear's endurance*†, *command undead*ᴰ† (CL 7th), *hold person* (2) (DC 15), *shatter*
1st—*bane* (DC 14), *divine favor, protection from good*†, *ray of enfeeblement*ᴰ (2) (CL 7th) (+7 ranged touch)
0—*cure minor wounds, detect magic, light, read magic, resistance*
D: Domain spell. Deity: Blood of Vol. Domains: Death, Necromancer.
† Already cast

Abilities Str 10, Dex 16, Con 16, Int 13, Wis 16, Cha 15
Feats Combat Casting, Dodge, Weapon Finesse
Skills Concentration +12, Decipher Script +5, Diplomacy +6, Heal +9, Knowledge (arcana) +5, Knowledge (history) +7, Knowledge (religion) +4, Listen +3, Spot +3
Possessions combat gear plus *+1 dagger, +1 mithral breastplate*, red dragonhide boots (600 gp)

Without having cast *bear's endurance* and *protection from good*, Dura has the following changed statistics:
hp decrease by 12
AC no bonuses against good creatures
Fort +6, **Ref** +5, **Will** +8
Abilities Con 12
Skills Concentration +10

GIANT SQUID ZOMBIE **CR 6**

Monster Manual 265
hp 133 (20 HD); **DR** 5/slashing

N Huge undead (aquatic)
Init +2; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 20, touch 10, flat-footed 18
Immune undead immunities (*MM* 317)
Fort +8, **Ref** +10, **Will** +14

Speed swim 80 ft. (16 squares)
Melee slam +19 (2d6+9)
Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacle)
Base Atk +12; **Grp** +33

Abilities Str 28, Dex 15, Con —, Int —, Wis 10, Cha 1
SQ single actions only, undead traits (*MM* 317)
Feats Toughness

Single Actions Only (Ex) A squid zombie has poor reflexes, and can perform only a single move action or attack action each round.

TACTICS

The Karrnathi zombies are currently under the effect of Dura's *command undead* spell. If either zombie is freed from this enchantment, it immediately begins to attack her instead of the PCs, seeking vengeance for Vorgaard's murder. Otherwise, the zombies attempt to stand between Dura and the PCs, using bull rush maneuvers if possible to push foes into the reach of the animated squid.

As a zombie, the squid no longer has its constrict and improved grab abilities. Instead, the animated giant squid uses its attack to slam its tentacles at a single target within reach. Because it is fixed in place, the squid cannot be turned. However, it takes 1d6 points of damage for each HD that a turning check would normally affect. For example, if a PC's turn attempt would normally turn a creature of up to 8 HD, it instead deals 8d6 points of damage to the squid. The squid continues to fight until destroyed.

In preparation for combat, Dura has cast *bear's endurance* and *protection from good* upon herself. In the first round, she casts *ray of enfeeblement* on the strongest-looking PC, then takes cover behind a suit of armor if possible. From there, she casts *hold person*, then uses her crossbow to pick off likely targets. As soon as the PCs reach the exhibit landing, she casts *shatter* on the ceiling mural above, raining shards of stained glass down on them. Characters in the area take 3d6 points of damage (Reflex DC 15 half). The giant squid zombie also takes this damage (though its damage reduction applies). If the party begins to focus attacks on her, Dura drinks her *potion of mirror image*, then employs her *vampiric touch* spells. She saves *divine favor* (giving her a +2 bonus on attack rolls and damage rolls) for when enemies close for melee.

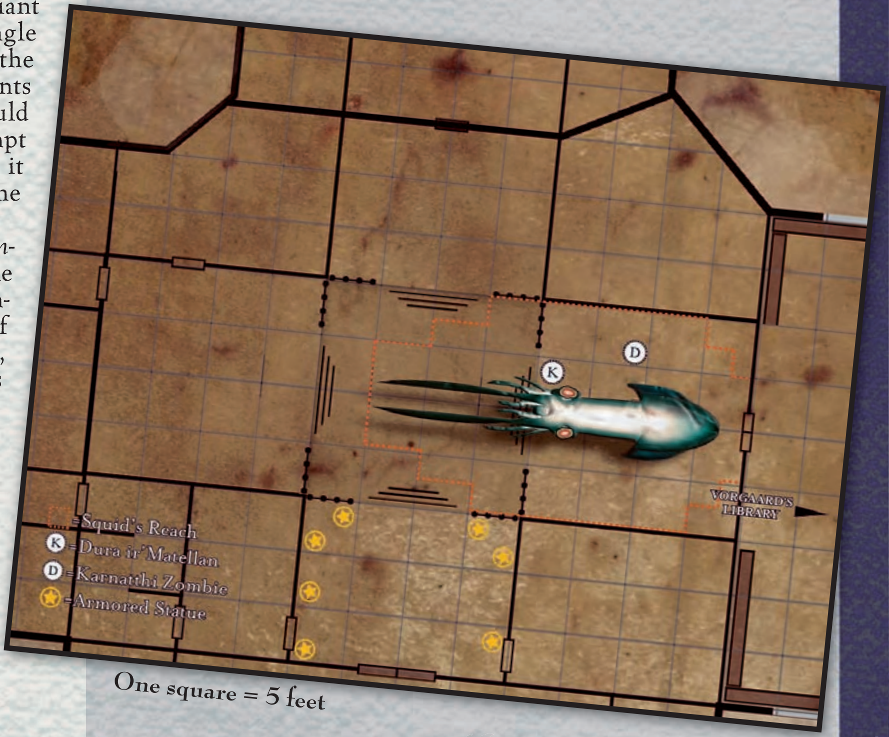
FEATURES OF THE ROOM

Illumination: Varies by time of day. During the day, the central hall is lit by sunlight through the stained glass above. At night, the fire consuming the rest of the estate provides shadowy illumination in all these rooms. The Karrnathi zombies and the animated squid have darkvision out to 60 feet.

Glass Display Cases: These tall displays on the exhibit landing contain some of Vorgaard's favorite historical artifacts: pottery shards from Xen'drik, a Karrn helmet dating back six hundred years, Dhakaani ornaments worn by goblin princesses and queens, an early Riedran adze, and more. Anyone bull rushed into one of these cases shatters it, taking 1d6 points of damage from broken glass and artifacts. The full contents of a display case not damaged in the fight are worth 500 gp to an interested collector.

Stairs: The stairs descend to the exhibit landing in the center of the room.

Suits of Armor: Armor representative of a number of different cultures and historical periods lines the halls. Some suits bear ornate headdresses in the shape of animal totems. Others have their visors carved into horrifying visages to terrify the enemy. All the armor here is masterwork, and includes behir-bone splint mail, iron half-plate, brass full plate, rattan banded mail, adamantine breastplate, scorpion carapace full plate, bamboo splint mail, and bronze half-plate. Each suit is worth twice as much as a normal masterwork suit of armor of its type.



One square = 5 feet

LIBRARY BATTLE

Encounter Level 8

SETUP

When the PCs arrive in the room, the cultists are on their way out with Eliam's journal. Place the opponents in the library as indicated, and have the PCs set themselves up near the doorway.

As the cultists react to the PCs, read:

> *The three men pull out maces as the woman draws a cruel-looking weapon. A length of chain connects a wicked-looking hooked blade to a metal skull with a dagger protruding from its mouth. The woman smiles as she spins the blade to a blur in her hands.*

BLOOD OF VOL DIVINITY SEEKER CR 7

Female human monk 7
hp 42 (7 HD)

LE Medium humanoid
Init +5; **Senses** Listen +13, Spot +13
Languages Common

AC 18, touch 16, flat-footed 17
Immune normal disease
Resist evasion
Fort +6, **Ref** +6, **Will** +8 (+10 against enchantments)

Speed 50 ft. (10 squares)
Melee +1 *wounding chain-and-dagger** +9 (1d4+3/19–20) or
Melee unarmed strike +6/+6 (1d8+2) with flurry of blows
Base Atk +5; **Grp** +7
Atk Options Stunning Fist 7/day (DC 16), *ki* strike (magic)
Special Actions wholeness of body (heal 14/day)
Combat Gear 2 *potions of resist energy (fire) 10, potion of cure moderate wounds*
Spell-Like Abilities (CL 3rd):
1/day—*inflict light wounds* (1d8+3, DC 11)

Abilities Str 14, Dex 13, Con 12, Int 8, Wis 16, Cha 10
SQ slow fall 30 ft.
Feats Aberrant Dragonmark, Deflect Arrows^{B}, Exotic Weapon Proficiency (chain-and-dagger), Improved Initiative, Improved Trip^{B}, Improved Unarmed Strike^{B}, Stunning Fist^{B}, Weapon Focus (chain-and-dagger)
Skills Listen +13, Spot +13, Balance +3, Jump +17, Tumble +13
Possessions combat gear plus +1 *wounding chain-and-dagger*, bracers of armor +2, ring of protection +1*
*When wielding her chain-and-dagger, a divinity seeker gains a +2 bonus on her opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed herself). She can also use the weapon to make trip attacks, gaining a +2 bonus on any trip attempt. If a divinity seeker is tripped during her own trip attempt, she can choose to drop the chain-and-dagger instead of being tripped.

3 BLOOD OF VOL CULTISTS CR 3

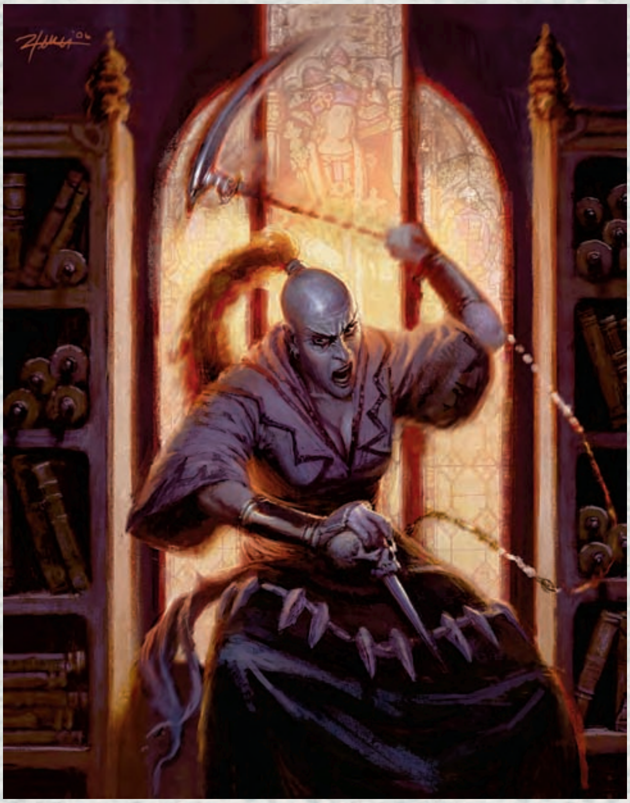
hp 22 each (4 HD)

Male human warrior 4
LE Medium humanoid
Init +2; **Senses** Listen +0, Spot +1
Languages Common

AC 13, touch 12, flat-footed 11; Dodge
Fort +4, **Ref** +3, **Will** +1

Speed 30 ft. (6 squares)
Melee mwk mace +6 (1d8+1) or
Melee mwk dagger +6 (1d4+1/19–20)
Base Atk +4; **Grp** +5
Combat Gear 2 *potions of resist energy (fire), potion of cure moderate wounds*
Spell-Like Abilities (CL 2nd):
1/day—*inflict light wounds* (1d8+2, DC 10)

Abilities Str 12, Dex 14, Con 10, Int 8, Wis 11, Cha 9
Feats Aberrant Dragonmark, Dodge, Toughness
Skills Intimidate +5, Knowledge (religion) +2, Listen +0, Spot +1
Possessions combat gear plus masterwork leather armor, masterwork heavy mace, masterwork dagger

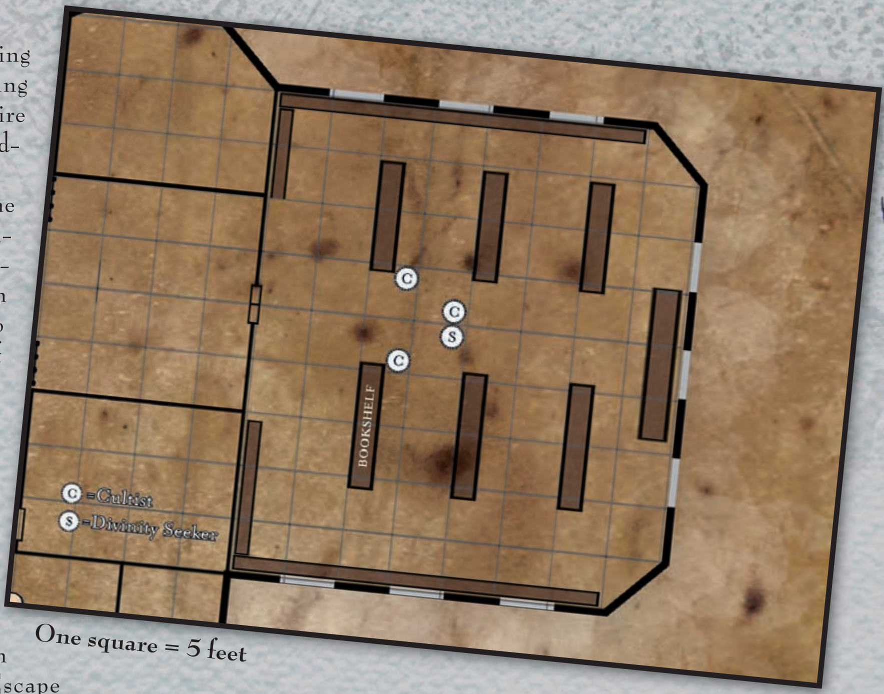


FEATURES OF THE ROOM

Illumination: Varies by time of day. During the day, the library is lit by sunlight streaming in through wide windows. At night, the fire consuming the rest of the estate provides shadowy illumination in this area.

Bookshelves: These towering shelves line the library, sagging with the weight of hundreds of ancient leather-bound tomes. Historical works detailing every era of modern Eberron abound, from the Age of Giants to the Riedran exodus and the final days of the Last War.

The bookshelves are heavy and not entirely stable. They can be pushed over with a successful DC 15 Strength check. If other shelves are in their path, they come crashing down in a domino effect. Anyone caught beneath a bookshelf takes 4d6 points of damage and is pinned by thick oak planking and heavy tomes. Pinned characters can free themselves with a successful DC 20 Strength check or Escape Artist check.



TACTICS

The Blood of Vol divinity seeker spends the first round of combat drawing her *+1 wounding chain-and-dagger*. She alternates stunning fist attacks with slicing attacks. Once engaged in melee, she attempts to use 5-foot steps or Tumble to move around the front-line fighters and attack spellcasters in the back ranks. Her chain-and-dagger gives her a bonus on trip attempts, so she might try to upend one of the weaker PCs.

When reduced to 10 or fewer hit points, the divinity seeker realizes that she must escape if she wants to deliver Eliam's journal to her mistress. She uses Tumble to try to move back into the main hall and flee through the flames, quaffing a *potion of resist energy (fire)* to protect her.

The cultists move to help the divinity seeker, flanking and using the aid another action to assist her stunning attacks. If an opponent is stunned, they attack that foe on their next action. They fight to the death, but follow the divinity seeker if she flees.

THE LAUGHING LADY

Encounter Level 7

SETUP

As they approach the *Laughing Lady*, have the PCs arrange themselves in the order they are seated in their rowboat.

As the PCs row out to the ship, read:

> *A 5-foot-wide boarding ramp leads from the dock to the main deck, but four crew members patrol that side of the ship. On the Lady's far side, several ropes hang from the rails to within easy reach of the waterline, and the moonlit bay is almost unnaturally calm.*

GROH CR 2

hp 14 (2 HD)

Male human monk 2
LE Medium humanoid
Init +3; **Senses** Listen +1, Spot +1
Languages Common

AC 18, touch 14, flat-footed 14
Resist evasion
Fort +4, **Ref,** +6, **Will** +4

Speed 30 ft. (6 squares)
Melee unarmed strike +6 (1d6+4) or
Melee unarmed strike +4/+4 (1d6+4) with flurry of blows
Ranged mwk net +5 (entangle)
Base Atk +1; **Grp** +9
Atk Options Combat Reflexes
Combat Gear *potion of barkskin +4*†, *potion of darkvision,* bag of caltrops, 3 smokesticks
† Already used

Abilities Str 18, Dex 16, Con 12, Int 10, Wis 13, Cha 10
Feats Combat Reflexes^{B}, Exotic Weapon Proficiency (net), Improved Grapple^{B}, Improved Unarmed Strike^{B}, Weapon Focus (unarmed strike)
Skills Balance +3, Climb +4, Hide +4, Jump +6, Listen +1, Move Silently +4, Profession (sailor) +3, Spot +1, Swim +5, Tumble +4
Possessions combat gear plus masterwork net, *unguent of timelessness,* 10 tindertwigs, coral and pearl necklace (50 gp), 8 gp, 10 sp

4 CLOUDREAVERS CR 2

hp 20 each (2 HD)

Male human fighter 2
CN Medium humanoid
Init +2; **Senses** Listen +1, Spot +1
Languages Common

AC 13, touch 12, flat-footed 11; Dodge, Mobility
Fort +4, **Ref** +2, **Will** +1

Speed 30 ft. (6 squares)
Melee mwk scimitar +5 (1d6+2/18–20) or
Ranged shortbow +4 (1d6)
Base Atk +2; **Grp** +4
Atk Options Point Blank Shot, Power Attack

Abilities Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8
Feats Dodge, Mobility, Point Blank Shot, Power Attack
Skills Climb +7, Intimidate +4, Jump +7, Listen +1, Spot +1
Possessions masterwork scimitar, shortbow with 20 arrows, *bracers of armor +1*, antitoxin, 2 tanglefoot bags, gaudy jewelry (50 gp), 27 gp

CAPT. KRAIL SORROWBRINGER CR 5

hp 31 (4 HD)

Female hobgoblin ninja* 4
**Complete Adventurer* 5
LE Medium humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft.; Listen +4, Spot +3
Languages Common, Goblin, Orc

AC 17, touch 15, flat-footed 13
Fort +4, **Ref** +8, **Will** +2 (+4 if uses of ghost step remaining)

Speed 30 ft. (6 squares)
Melee mwk kama +8 (1d6+1)
Ranged shuriken +7 (1d2 plus poison)
Base Atk +3; **Grp** +4
Atk Options poison (blue whinnis, DC 14, 1 Con/unconsciousness), poison (bloodroot, DC 12, 0/1d4 Con + 1d3 Wis), sudden strike +2d6
Special Actions ghost step (invisible)
Combat Gear 2 doses of blue whinnis, 1 dose of bloodroot

Abilities Str 13, Dex 19, Con 16, Int 12, Wis 12, Cha 11
SQ poison use, trapfinding
Feats Alertness, Toughness, Weapon Finesse
Skills Bluff +7, Climb +8, Diplomacy +2, Disguise +0 (+2 acting), Gather Information +7, Intimidate +2, Move Silently +15, Profession (sailor) +5, Spot +10, Swim +8
Possessions combat gear plus masterwork kama, *amulet of natural armor +1, bracers of armor +1, dust of tracelessness*, 10 shuriken, 5 gp

Ghost Step (Invisible) (Su) Three times per day, Krail can become invisible for 1 round provided she is wearing no armor and is unencumbered. Using this ability is a swift action that does not provoke attacks of opportunity.

As long as Krail has at least one use of her ghost step power remaining, she gains a +2 bonus on Will saves.

Great Leap (Su) Krail always makes Jump checks as if she was running and had the Run feat. This enables her to make jumps without a running start and grants her a +4 bonus on the check (already included in the above statistics).

Sudden Strike (Ex) If Krail can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. Whenever her target is denied a Dexterity bonus to Armor Class (whether the target has a Dexterity bonus or not), Krail deals an extra 2d6 points of damage with her attack.

Krail can't use sudden strike when flanking an opponent unless that opponent is denied its Dexterity bonus to AC.

FERDINOT, HUMAN SORCERER **CR 5**
hp 19 (5 HD)

Male human sorcerer 5
CN Medium humanoid (human)
Init +2; **Senses** Listen +0, Spot +0
Languages Common, Seren

AC 17, touch 13, flat-footed 15; Dodge
Fort +3, **Ref** +5, **Will** +5

Speed 30 ft. (6 squares)
Melee dagger +1 (1d4–1/19–20)
Ranged mwk light crossbow +4 (1d8/19–20)
Base Atk +2; **Grp** +1
Combat Gear *potion of fly*, 2 *potions of cure moderate wounds*
Sorcerer Spells Known (CL 5th):
2nd (6/day)—*glitterdust* (DC 15), *scorching ray* (+4 ranged touch, 4d6 fire)
1st (7/day)—*chill touch* (1d6 dmg and 1 Str dmg, DC 14), *color spray* (DC 14), *magic missile* (3d4+3), *shield*†
0 (5/day)—*acid splash, arcane mark, detect magic, flare, mage hand, ray of frost*
† already cast

Abilities Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 16
Feats Combat Casting, Dodge, Eschew Materials
Skills Bluff +11, Concentration +9 (+13 to cast defensively), Profession (sailor) +8
Possessions combat gear plus masterwork crossbow with 20 bolts, *cloak of resistance +1, ring of protection +1,* assorted jewelry and coins worth 365 gp.

As they pull alongside the ship, have the PCs determine how they want to board it, placing themselves accordingly. The rowboat can be easily tied up to one of the low-hanging ropes. The wet ropes are an easy DC 12 Climb check, but PCs need to make DC 15 Move Silently checks to clamber over the rail without attracting the attention of the crew members on the far side of the deck. Once on the deck, characters can make Spot checks to notice the monk Groh hiding in the rigging.

As the party clambers aboard, read:

> *Carefully you survey the deck, spotting four crew members listlessly patrolling on the far side.*

If the PCs spot Groh, read:

> *Unexpectedly, a shadow skirts across the furled sails. High above, you catch a glimpse of a humanoid form climbing stealthily through the rigging.*

If the PCs do not spot Groh, read:

> *A howling screech abruptly shatters the silence as a figure drops from above.*

TACTICS

Unless the PCs are somehow invisible, Groh automatically spots the rowboat approaching. He drinks his *potion of barkskin*, then hides high in the rigging to wait for the best moment to drop onto targets from above. He uses his net first, then grapples and throws his foes overboard. He then climbs back into the rigging, defending himself until he can make another leap attack. If he is prevented from doing so, he throws caltrops on the deck in the area containing the greatest number of PCs. If he is reduced to 4 or fewer hit points, Groh begs for mercy and asks to walk the plank.

The Cloudreavers take cover behind the stacked crates on the deck. They fire arrows first, then rush into melee combat.

Captain Krail Sorrowbringer tries to catch opponents unaware so she can use sudden strikes. If she is threatened, she uses her great leap ability to jump into the rigging, then attacks with poisoned shuriken. Krail fights until three of her crew members are dropped or she is reduced to 5 or fewer hit points. She then surrenders, begs for mercy, and asks to walk the plank.

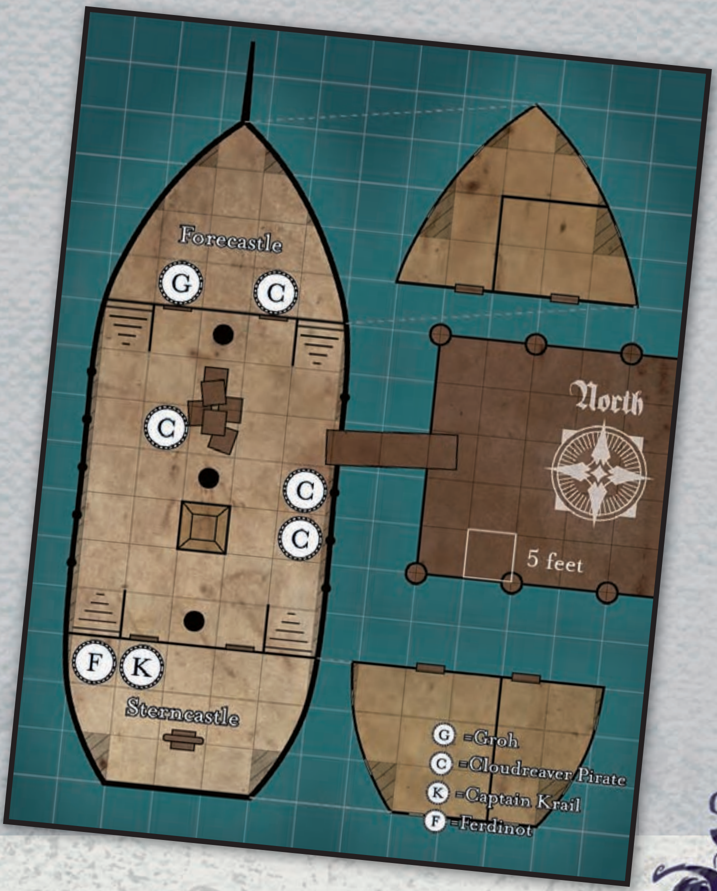
Ferdinot, the ship's sorcerer, first uses *glitterdust* to try to blind the PCs, but if threatened by fighter-types he uses his *potion of fly* to stay out of reach, raining down spells upon his foes.

DEVELOPMENT

Once the *Laughing Lady*'s crew is defeated, Damog and his crew move quickly along the docks and board the ship. If any Cloudreavers are left alive, Damog's crew will hurl them overboard to their deaths unless the PCs intervene. Having seen the party in action, Damog can be easily convinced to leave the Cloudreavers tied up on the docks.

FEATURES OF THE AREA

Illumination: The sky is clear, and the deck of the ship is lit by moonlight.



THE HOLDING CELLS

Encounter Level 5

SETUP

Ask the players to position their characters in the crates marked in the room. Put the guards near the doorway.

As the PCs' crates are carried into the room, read:

> *The crate you are hiding in finally settles to a stop. A glance through the peephole indicates that you have reached a storage area. The steps of the dock guards fade back down the hall, but a pair of voices close by speak to each other in hushed Dwarven.*

The crates can be opened easily from within.

As the PCs burst out of their crates, read:

> *With a crash, you shoulder your way through the thin planking of the crate to emerge in a holding cell storage area. The dwarf guards turn back in stunned surprise. Clearly, you have the advantage.*

2 KUNDARAK BLOCKGUARDS CR 3

hp 29 each (3 HD)

Male dwarf fighter 3
LN Medium humanoid
Init +1; **Senses** darkvision 60 ft.; Listen +2, Spot +4
Languages Common, Dwarven

AC 18, touch 11, flat-footed 17; +4 AC against giants, Dodge
Resist stability (+4 against bull rush and trip)
Fort +5 (+7 against poison), **Ref** +2, **Will** +1; +2 against spells and spell-like effects

Speed 20 ft. (4 squares)
Melee mwk battleaxe +7 (1d8+2/×3) or
Melee mwk spiked shield + 6 (1d6) or
Melee mwk kukri +6 (1d4+2/18–20)
Base Atk +3; **Grp** +5
Atk Options Blind-Fight, +1 on attacks against orcs and goblinoids
Combat Gear 4 thunderstones, 2 tanglefoot bags, signal whistle, *potion of cure moderate wounds*

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 11, Cha 10
SQ stonecunning (*PH* 15)
Feats Alertness, Blind-Fight, Dodge, Weapon Focus (battleaxe)
Skills Climb +0, Handle Animal +4, Listen +2, Spot +4, Swim +0
Possessions combat gear plus masterwork chainmail, masterwork battleaxe, masterwork heavy steel spiked shield, masterwork kukri, *elixir of truth*, gold torc (200 gp), 30 gp, 12 sp

TACTICS

Blockguards are trained to alert each other when trouble arises, stall attempted breakouts, and block possible escape routes. They throw tanglefoot bags to slow opponents as they blow their signal whistles and move to block the closest exits. In close-quarter combat, they fight defensively, shouting out for reinforcements.

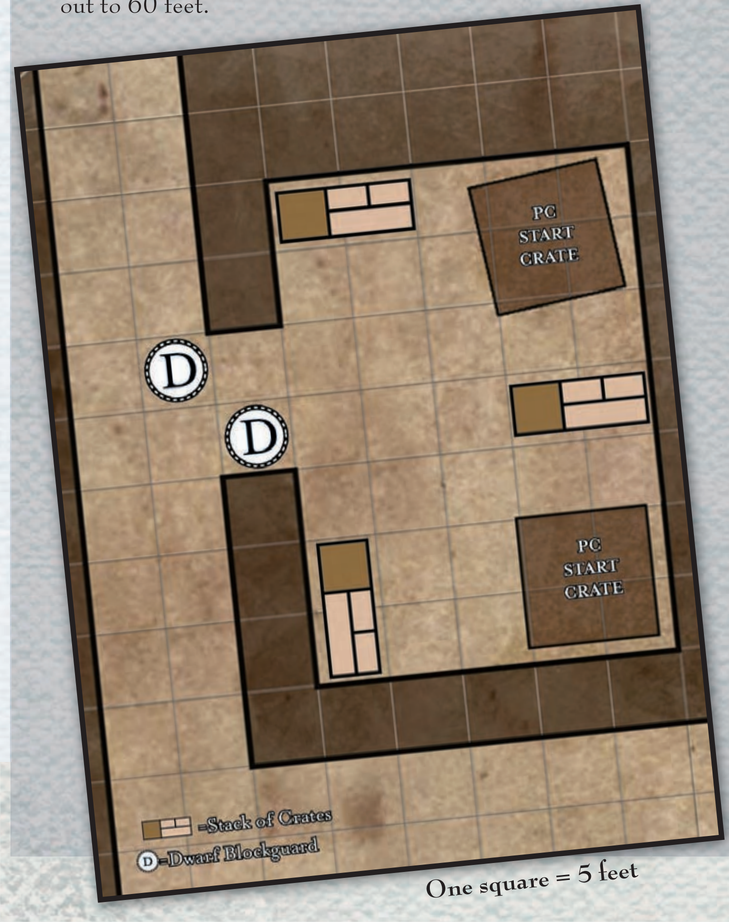
The crew unloading the ship makes enough noise to cover the sounds of combat from this location, so the shouts of the guards are not answered immediately. If melee continues for more than 5 rounds, a squad of four blockguards from area B12 comes to investigate.

DEVELOPMENT

Once the guards here are overcome, the PCs can move through the complex at their leisure. However, do not advertise the fact that no guards patrol between the named encounter areas. Allow the party to assume that wandering sentries are a hazard, and to take appropriate precautions.

FEATURES OF THE ROOM

Illumination: A single torch in the corridor sheds shadowy illumination into this room. The dwarves have darkvision out to 60 feet.



FORGEHOLD

Encounter Level 7

SETUP

The party enters this room from the corridor leading to the storage cells. As Ungart busily tends his forge, the iron cobra lurks in the shadows. Have PCs make Spot checks opposed by the cobra's Hide check (+13 bonus).

If the PCs spot the iron cobra, read:

> *Across the room, a 3-foot-long metal serpent slinks across the floor.*

If the PCs do not spot the iron cobra, read:

> *As you peer into the room, a 3-foot-long metal serpent rears at you from beneath a nearby tool bench. From behind the forge, a muscled dwarf brandishing a large hammer glances up. He takes cover as he mutters an incantation.*

UNGART CR 6

hp 41 (6 HD)

Male dwarf artificer 6
LN Medium humanoid
Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Draconic, Dwarven, Terran

AC 17, touch 10, flat-footed 17; +4 AC against giants
Resist stability (+4 against bull rush and trip)
Fort +5 (+7 against poison), **Ref** +2, **Will** +6; +2 against spells and spell-like effects

Speed 20 ft. (4 squares)
Melee *+1 warhammer* +6 (1d8+2) or
Melee *+1 bane warhammer* +8 (1d8 + 2d6 + 2) if *personal augment weapon* used (target most common PC racial type)
Base Atk +4; **Grp** +5
Atk Options +1 on attacks against orcs and goblinoids
Artificer Infusions (CL 6th, DC 12 + level of infusion)
2/day—3rd*
4/day—1st, 2nd *
*See *ECS* 103 for available artificer infusions
Spell-Like Abilities (CL 1st):
1/day—*fire trap* (DC 12)

Abilities Str 13, Dex 10, Con 17, Int 15, Wis 12, Cha 6
SQ artificer knowledge +8, artisan bonus, disable trap, item creation, metamagic spell trigger, retain essence, stonecunning (*PH* 15)
Feats Attune Magic Weapon^{B}, Brew Potion^{B}, Craft Magic Arms and Armor^{B}, Craft Homunculus^{B}, Craft Wondrous Item^{B}, Heroic Spirit, Least Mark of Warding, Scribe Scroll^{B}, Skill focus (Use Magic Device)
Skills Appraise +6, Concentration +7, Craft (armorsmithing) +10, Craft (blacksmithing) +12, Craft (weaponsmithing) +10, Disable Device +2, Knowledge (arcana) +5, Open Lock +4, Profession (smith) +7, Search +5 (+10 with goggles), Spellcraft +6, Use Magic Device +6
Possessions *+1 warhammer, +1 banded mail, goggles of minute seeing,* key to locked chest

IRON COBRA CR 2

Fiend Folio 103
hp 31 (2 HD); **DR** 5/adamantine (10/adamantine for 70 points if *stone construct* cast)

N Small construct
Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 17, touch 14, flat-footed 14
Immune construct immunities (*MM* 307)
SR 19
Fort +0, **Ref** +3, **Will** +0

Speed 30 ft.
Melee bite +2 (1d6+1 plus poison)
Base Atk +1; **Grp** +2
Attack Options poison (Fort DC 13, 1d3 Con/1d3 Con)

Abilities Str 12, Dex 17, Con —, Int —, Wis 11, Cha 1
SQ construct traits
Skills Hide +13, Listen +0, Move Silently +13, Spot +0

TACTICS

Ungart stays behind cover for 1 round while he casts *stone construct.* He then dashes out to touch the iron cobra (giving it damage reduction 10/adamantine for up to 70 points of damage). The next round, he uses 1 action point to quickly infuse his warhammer with *personal augment weapon,* giving it the bane property against the most common PC race in the party. He fights as close to the forge as he can, blocking opponents from passing beyond it. The dwarf fights proudly, but attempts to flee if his iron cobra is destroyed and he is reduced to 15 or fewer hit points.

The iron cobra attacks any nondwarf who enters the forgehold.

FEATURES OF THE ROOM

This encounter uses the tactical map on page 72.

Illumination: The fires of the forge fill this area with shadowy illumination. Ungart and the iron cobra have darkvision out to 60 feet.

Workbench: An assortment of sharp and dangerous metal tools covers the surface of this workbench. Treat those entering this space as if caltrops covered it.

Forge: This deep forge is 10 feet on a side and burns with arcane fire. Any creature moving into or on top of the forge takes 2d6 points of fire damage per round.

Chest: A small locked chest in the northeast corner of the chamber holds some of Ungart's possessions. The key can be found in his pocket. The chest has a *fire trap* spell placed on it. The chest contains a *wand of magic missile* (CL 5th, 41 charges) and 338 gp.

Fire Trapped Locked Chest: Hardness 5; hp 1; break DC 17; Open Lock DC 15.

Fire Trap: CR 2; magical; trigger; no reset; spell effect (*fire trap,* least dragonmark, 1d4+1 fire, Reflex DC 12 half; multiple targets (all targets within 5 feet); Search DC 29; Disable Device DC 29.

THE MINES

Encounter Level 7

SETUP

Ask the PCs to place themselves in their marching order as they approach. The Kundarak guards protect the tunnels leading into the mines. Four blockguards monitor the activities of twelve prisoners and service the room's equipment. Allow the dwarves Spot checks (+4 bonus) and Listen checks (+2 bonus) to notice approaching PCs.

As the PCs approach, read:

> *Just around the corner, four dwarves guard the dusty cavern, chatting idly.*

If the dwarves spot the PCs, read:

> *One of the guards catches sight of you and shouts, "Intruders!" The three dwarves with him quickly close ranks and prepare to attack.*

4 KUNDARAK BLOCKGUARDS CR 3

hp 29 each (3 HD)

Male dwarf fighter 3
LN Medium humanoid
Init +1; **Senses** darkvision 60 ft.; Listen +2, Spot +4
Languages Common, Dwarven

AC 18, touch 11, flat-footed 17; +4 AC against giants, Dodge
Resist stability (+4 against bull rush and trip)
Fort +5 (+7 against poison), **Ref** +2, **Will** +1; +2 against spells and spell-like effects

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Speed 20 ft. (4 squares)
Melee mwk battleaxe +7 (1d8+2/×3) or
Melee mwk spiked shield + 6 (1d6) or
Melee mwk kukri +6 (1d4+2/18–20)
Base Atk +3; **Grp** +5
Atk Options Blind-Fight, +1 on attacks against orcs and goblinoids
Combat Gear 4 thunderstones, 2 tanglefoot bags, signal whistle, *potion of cure moderate wounds*

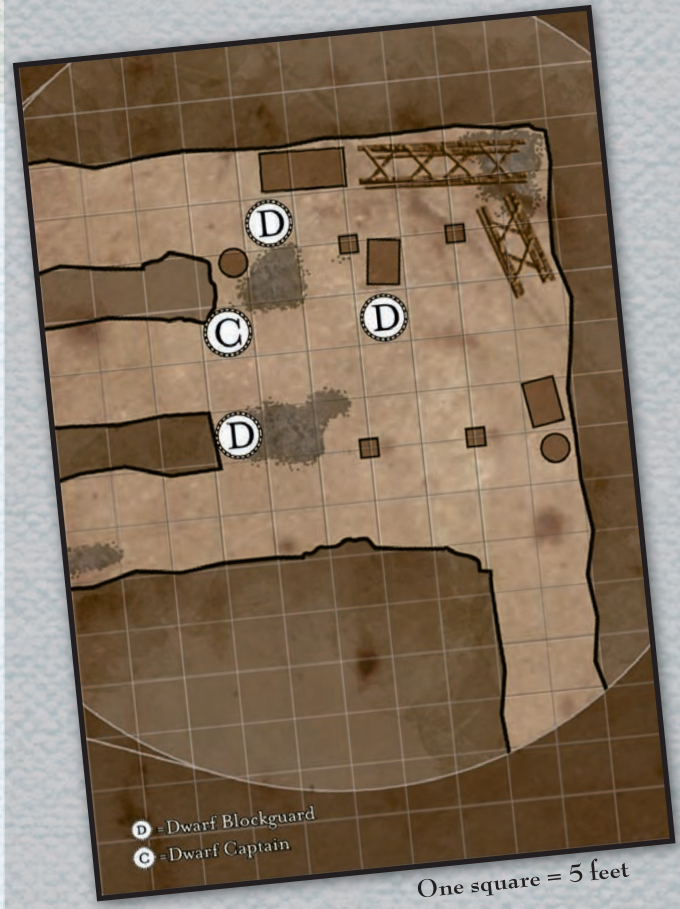
Abilities Str 15, Dex 13, Con 14, Int 10, Wis 11, Cha 10
SQ stonecunning (*PH* 15)
Feats Alertness, Blind-Fight, Dodge, Weapon Focus (battleaxe)
Skills Climb +0, Handle Animal +4, Listen +2, Spot +4, Swim +0
Possessions combat gear plus masterwork chainmail, masterwork battleaxe, masterwork heavy steel spiked shield, masterwork kukri, *elixir of truth,* gold torc (200 gp), 30 gp, 12 sp

FEATURES OF THE ROOM

Illumination: Torches slung from the scaffolding provide bright illumination within 20 feet and shadowy illumination out to 40 feet. The dwarves have darkvision out to 60 feet.

Gravel: Loose gravel and scree covers the floor in this area, and can cause combatants to lose their footing. Anyone engaging in melee in the chamber must make a successful DC 10 Balance check or spend a move action trying to maintain stable footing. If the check fails by 5 or more, the attacker falls prone. Characters also fall prone any time they roll a 1 on a melee attack roll.

Crate: Beneath one of the scaffolds is a crate containing ten filter masks. Each grants a +2 bonus on Fortitude saves against inhaled toxins for 1 hour. The crate also contains a small case holding eight vials of antitoxin.



TACTICS

An attack by the PCs is the last thing these guards were expecting. They will fight to defend themselves, but will not risk their lives for the sake of Figlamn's operation. If given the opportunity to escape or yield, they will do so.

The twelve prisoners here are half-starved and near death. However, in the aftermath of the recent dolgaunt assault, they fear the mines more than their cells, and they flee back to the prisoners' wing at the first opportunity.

DOLGAUNT CELL

Encounter Level 7

SETUP

Have the players place their characters as they enter this section of cavern, but wait before placing the dolgaunts.

As the PCs approach this area, read:

> *Ahead, the corridor seems to widen, as if someone has tried to carve out a chamber here.*

As the PCs enter the widening corridor, have them make Spot checks opposed by a single Hide check for the dolgaunts (+6 bonus). If the PCs fail their Spot checks, advance them 30 feet (6 squares) into the chamber before launching the dolgaunts' surprise attack.

If the PCs spot the dolgaunts, read:

> *You glimpse something wriggling, like a tendril or a snake. You feel a sudden chill as you pick out four humanoid forms, waiting to attack as you approach.*

If the PCs fail to spot the dolgaunts, read:

> *From out of nowhere, a sickly tentacle slices through the darkness toward you. Four hollow-eyed creatures leap out from the shadows where they hide.*

DOLGAUNT CELL LEADER CR 6

EBERRON Campaign Setting 281
hp 33 (6 HD); **DR** 5/byeshk or magic

Male dolgaunt monk 4
LE Medium aberration
Init +3; **Senses** blindsight 360 ft.; Listen +9, Spot +9
Languages Common, Undercommon, tendril speech

AC 18, touch 15, flat-footed 15; Deflect Arrows
Resist evasion
Fort +5, **Ref** +7, **Will** +9 (+11 against enchantments)

Speed 50 ft. (10 squares)
Melee 2 tentacles +6 each (1d3+2) or
Melee unarmed strike +6 (1d8 +2) or
Melee unarmed strike +4/+4 (1d8+2) with flurry of blows
Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)
Base Atk +4; **Grp** +6
Atk Options Combat Reflexes, Improved Trip, *ki* strike (magic)
Special Actions Snatch Arrows, vitality drain

Abilities Str 14, Dex 17, Con 12, Int 13, Wis 15, Cha 11
SQ slow fall 20 ft.
Feats Alertness, Combat Reflexes, Deflect Arrows^{B}, Improved Grapple^{B}, Improved Unarmed Strike^{B}, Improved Trip^{B}, Snatch Arrows
Skills Balance +9, Climb +8, Hide +8, Jump +12, Listen +9, Move Silently +8, Spot +9, Tumble +7
Possessions *boots of striding and springing*

Vitality Drain (Su) On a successful grapple check, a dolgaunt deals 1 point of Constitution damage in addition to normal damage. An injured dolgaunt recovers 2 hit points every time it successfully uses this ability.

3 DOLGAUNTS CR 2

EBERRON Campaign Setting 281
hp 11 each (2 HD); **DR** 5/byeshk or magic

LE Medium aberration
Init +3; **Senses** blindsight 360 ft.; Listen +5, Spot +5
Languages Common, Undercommon, tendril speech

AC 16, touch 13, flat-footed 13
Immune gaze attacks
Fort +1, **Ref** +3, **Will** +5

Speed 30 ft. (6 squares)
Melee 2 tentacles +3 each (1d3+2)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)
Base Atk +1; **Grp** +3
Atk Options Combat Reflexes, Improved Trip
Special Actions vitality drain

Abilities Str 14, Dex 16, Con 12, Int 13, Wis 15, Cha 11
Feats Combat Reflexes, Improved Trip^{B}
Skills Balance +7, Climb +6, Hide +6, Jump +5, Listen +5, Move Silently +6, Spot +5

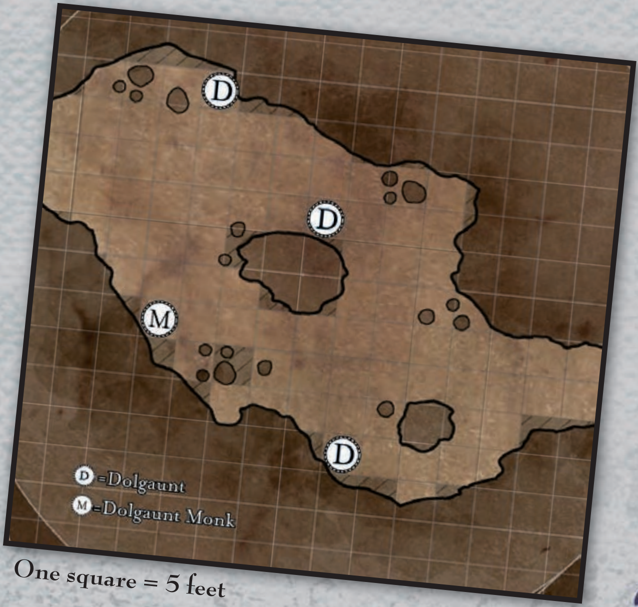
Vitality Drain (Su) See dolgaunt cell leader.

TACTICS

The dolgaunts wait until the PCs pass the first pair of them, then slip out of the shadows and attack. If they have surprise, the dolgaunts try to trip or grapple flat-footed opponents. The cell leader then attempts to grab and drain a weak-looking PC as the other dolgaunts defend him. All fight to the death.

FEATURES OF THE ROOM

Illumination: There is no light in this chamber. The dolgaunts have blindsight out to 360 feet.



One square = 5 feet

THE RECEIVING DOCK

Encounter Level 10

SETUP

Figlamn, his ogre enforcer, and the Kundarak blockguards have posted a careful watch as the *Laughing Lady*'s cargo is unloaded. By the time the PCs return to the dock, the Sea Wyverns are on the ship and stalling as they prepare to leave. They have yet to pull up the gangplank leading to the dock. The PCs start the encounter hiding behind the crates near the north corridor.

The blockguards notice the PCs as soon as they start across open ground toward the ship. With a shout of alarm, the group readies for attack (their starting positions are noted on the map). In the first round of combat, the arcane ballistae guarding the dock shoot their flaming bolts at the *Laughing Lady*. The PCs must disable the ballistae before the ship will be able to make its escape.

When the PCs are spotted, read:

> *One of the dwarves spots you as you move, shouting an alarm. "Intruders! Graax, deal with them! Guards, secure the ship!" The ogre turns in your direction and grins diabolically, while at the same time the unmanned ballistae suddenly turn on the Laughing Lady. Each fires a flaming bolt into the ship's hull. You hear Damog shout, "Take down those blasted spear-chuckers, or we'll never get the Lady away!"*

5 KUNDARAK BLOCKGUARDS CR 3

hp 29 each (3 HD)

Male dwarf fighter 3
LN Medium humanoid
Init +1; **Senses** darkvision 60 ft.; Listen +2, Spot +4
Languages Common, Dwarven

AC 16, touch 11, flat-footed 15; +4 AC against giants, Dodge
Resist stability (+4 against bull rush and trip)
Fort +5 (+7 against poison), **Ref** +2, **Will** +1; +2 on saves against spells and spell-like effects

Speed 20 ft. (4 squares)
Melee mwk battleaxe +7 (1d8+2/×3) or
Ranged mwk light crossbow +5 (1d8/19–20)
Base Atk +3; **Grp** +5
Atk Options Blind-Fight, +1 on attacks against orcs and goblinoids
Combat Gear 4 thunderstones, 2 tanglefoot bags, signal whistle, *potion of cure moderate wounds*

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 11, Cha 10
SQ stonecunning (*PH* 15)
Feats Alertness, Blind-Fight, Dodge, Weapon Focus (battleaxe)
Skills Climb +0, Handle Animal +4, Listen +2, Spot +4, Swim +0
Possessions combat gear plus masterwork chainmail, masterwork battleaxe, masterwork light crossbow with 20 bolts, *elixir of truth,* gold torc (200 gp), 30 gp, 12 sp

FIGLAMN THE BLEAK CR 6

hp 49 (6 HD)

Male dwarf fighter 6
LE Medium humanoid
Init +1; **Senses** darkvision 60 ft.; Listen +1, Spot +3
Languages Common, Dwarven, Giant, Goblin

AC 17, touch 11, flat-footed 17; +4 AC against giants
Resist stability (+4 against bull rush and trip)
Fort +7 (+9 against poison), **Ref** +3, **Will** +3; +2 on saves against spells and spell-like effects

Speed 20 ft. (4 squares)
Melee *+1 dwarven urgrosh* (axe head) +10/+5 (1d8+5/×3) or
Melee *+1 dwarven urgrosh* (spear head) +10/+5 (1d6+5/×3)
Base Atk +6; **Grp** +8
Atk Options Combat Expertise, Combat Reflexes, Power Attack, +1 on attacks against orcs and goblinoids
Combat Gear signal whistle, 3 *potions of cure light wounds*

Abilities Str 15, Dex 12, Con 14, Int 15, Wis 12, Cha 10
SQ stonecunning (*PH* 15)
Feats Combat Expertise, Combat Reflexes, Endurance, Persuasive, Power Attack, Weapon Focus (urgrosh), Weapon Specialization (urgrosh)
Skills Climb +11, Craft (armorsmithing) +4, Craft (blacksmithing) +4, Craft (stonemasonry) +6, Craft (trapmaking) +4, Craft (weaponsmithing) +4, Handle Animal +5, Intimidate +11, Jump +10, Listen +1, Spot +3
Possessions combat gear plus *+1 dwarven urgrosh,* masterwork half-plate, silver chain with the House Kundarak insignia (40 gp), 40 gp

GRAAX, OGRE ENFORCER CR 7

Monster Manual 198
hp 77 (9 HD)

Male ogre fighter 3/blackguard 2
LE Large giant
Init –1; **Senses** darkvision 60 ft., low-light vision; Listen +1, Spot +2
Languages Common, Giant

AC 20, touch 8, flat-footed 20
Fort +14, **Ref** +2, **Will** +4

Speed 30 ft. in chainmail (6 squares), base speed 40 ft.
Melee *+1 battleaxe* +15/+10 (2d6+7/×3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +8; **Grp** +18
Atk Options Cleave, Improved Sunder, Power Attack, smite good 1/day (+1 attack/+2 damage)
Combat Gear 2 *potions of cure serious wounds*
Spell-Like Abilities (CL 2nd):
At will—*detect good*

Abilities Str 23, Dex 8, Con 16, Int 10, Wis 8, Cha 12
SQ moderate aura of evil, poison use
Feats Alertness, Cleave, Improved Sunder, Iron Will, Power Attack, Weapon Focus (battleaxe)
Skills Hide –4, Intimidate +9, Knowledge (religion) +2, Listen +1, Spot +2
Possessions combat gear plus *+1 chainmail,* light steel shield, *+1 battleaxe,* silver chain with the House Kundarak insignia (40 gp), 9 gp

2 Arcane Ballistae **CR 5**
hp 63 each (6 HD)

N Large construct
Init +2; **Senses** darkvision 60 ft., low-light vision; Listen –5, Spot –5

AC 18, touch 11, flat-footed 16
Immune construct immunities (*MM* 307)
Fort +2, **Ref** +1, **Will** –3

Speed 20 ft. (4 squares)
Melee slam +8 (1d8+7)
Ranged bolt +8 (3d6+3) or
Ranged *+3 flaming burst bolt* +11 (3d6+6 plus 1d6 fire)
Base Atk +4; **Grp** +13

Abilities Str 20, Dex 14, Con —, Int —, Wis 1, Cha 1
SQ construct traits (*MM* 307), magical enhancement, self-loading
Possessions 3 *flaming burst bolts*

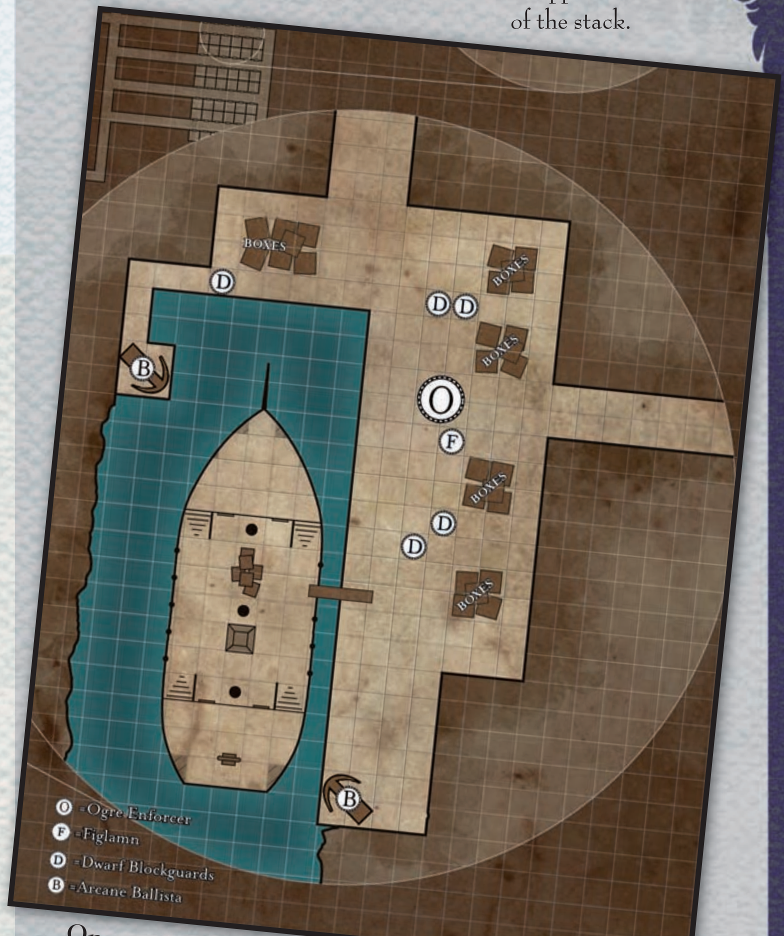
Magical Enhancement An arcane ballista has a +3 enhancement bonus on ranged attack rolls and ranged damage rolls (included in the above statistics). Normal bolts fired from an arcane ballista are considered magic for the purpose of overcoming damage reduction.

Self-Loading An arcane ballista can load itself as a move action that provokes attacks of opportunity.

Features of the Room

Illumination: Lanterns on the *Laughing Lady* provide bright illumination on the deck of the ship and shadowy illumination across the first 10 feet of the loading dock. There is no light between and behind the stacks of crates. The dwarves, the ogre, and the arcane ballistae have darkvision out to 60 feet.

Crates: Three corners of the room are step-piled 10 feet high with crates. Though easily scaled (Climb DC 10), the stacks are far from sturdy. If more than three individuals climb up a single stack, it topples over, dealing 4d6 points of damage to the climber and all those within 5 feet of the stack (Reflex DC 15 negates). Anyone making a successful DC 22 Strength check can push a stack over, dealing 2d6 points of damage to all creatures within 5 feet of the opposite side of the stack.



One square = 5 feet

TACTICS

A squad of three blockguards moves toward the PCs while the other two fire their crossbows at the crew of the *Laughing Lady,* keeping them on the ship. The three guards surround and flank a single PC, concentrating on one character at a time. The dwarves do not like Graax, the ogre, and they steer clear of him during the fight. The other two blockguards disengage from the Sea Wyverns and come to Figlamn's aid if he calls for it.

Though Figlamn is an impressive fighter, he has lived long enough to value his position and title. He moves up behind Graax, always keeping the ogre between him and the most dangerous-looking PC fighter. Figlamn targets spellcasters and rogues, hoping to cut into lightly armored and easily felled foes. If Graax drops, Figlamn retreats if he is reduced to 25 or fewer hit points, calling for any remaining blockguards to take his place.

Graax bellows a challenge at the strongest-looking PC and charges. He takes care not to let himself be flanked, using walls and crates to his advantage. If he is reduced to 38 or fewer hit points, he drinks a *potion of cure serious wounds*, shakes off his shield, and grasps his axe with both hands. This reduces his AC to 19, increases his damage to 2d6+10, and doubles the damage bonus for his Power Attack feat.

Graax is overconfident, and he does not believe that the PCs can possibly defeat him. If he is reduced to 10 or fewer hit points, he steps back and drinks his last *potion of cure serious wounds* (unless doing so would provoke attacks of opportunity), shouting for Figlamn's aid.

In the first rounds of combat, the ballistae fire flaming bolts at the *Laughing Lady.* They also fire at any character who approaches within 40 feet. Though it is not highly mobile, a ballista is capable of taking a 5-foot-step and firing at a PC who tries to attack it, or using its loading arms to swing a bolt like a club (its slam attack).

DEVELOPMENT

If Graax and Figlamn are killed or flee, the blockguards retreat, eventually making their way back to the upper levels of Dreadhold. Once in the corridor, one of their number runs ahead to raise the alarm as the rest lock shields and retreat slowly. As long as the ballistae have been dealt with, the Sea Wyverns have plenty of time to move the ship out of the underground waterway before reinforcements can respond.

CONCLUSION

Graax's *+1 chainmail* can be worn only by a large creature, but his *+1 battleaxe* can be used as a greataxe by a Medium character with no penalty.

SEADRAGON SHOWDOWN

Encounter Level Varies

SETUP

This is an optional encounter, playable if the PCs elect to gain access to Prince Ryger's *Dragoneye* by stealth or force. The encounter could break out any number of ways, depending on how the party makes its entrance and what happens as a result. Any time a general alarm is raised, read the text below and call for initiative. To simplify running the encounter, have all the Seadragon regulars and sergeants act at initiative count 10. After 3 rounds of battle, Syn emerges on the quarterdeck and joins the fight.

32 SEADRAGON REGULARS CR 2

hp 15 each (2 HD)

Human fighter 2
LN Medium humanoid
Init +0; **Senses** Listen +4, Spot +4
Languages Common

AC 15, touch 10, flat-footed 15
Fort +3, **Ref** +0, **Will** +2

Speed 20 ft. in chainmail (4 squares), base speed 30 ft.
Melee mwk longspear +5 (1d8+1/×3) or
Melee mwk longsword +4 (1d8+1/19–20)
Ranged mwk light crossbow +3 (1d8/19–20)
Base Atk +2; **Grp** +3
Attack Options Point Blank Shot

Abilities Str 12, Dex 10, Con 10, Int 11, Wis 15, Cha 11
Feats Alertness, Point Blank Shot, Weapon Focus (longspear)
Skills Climb +1, Jump +1, Listen +4, Spot +4, Swim –4
Possessions masterwork longspear, masterwork longsword, masterwork chainmail, masterwork light crossbow with 5 bolts, Seadragon regular uniform, leather boots, woolen cloak

4 SEADRAGON SERGEANTS CR 4

hp 28 each (4 HD)

Human ranger 2/fighter 2
LN Medium humanoid
Init +2; **Senses** Listen +8, Spot +8
Languages Aquan, Common
AC 18, touch 12, flat-footed 16; Dodge, Two-Weapon Defense
Fort +8, **Ref** +5, **Will** +1

Speed 30 ft. (6 squares)
Melee *+1 longsword* +8 (1d8+2/19–20) or
Melee *+1 longsword* +6 (1d8+2/19–20) and mwk dagger +5 (1d4/19–20)
Ranged mwk light crossbow +7 (1d8/19–20)
Base Atk +4; **Grp** +5
Atk Options favored enemy humans +2
Combat Gear *potion of cat's grace*

Abilities Str 13, Dex 15, Con 15, Int 12, Wis 13, Cha 10
SQ wild empathy +2
Feats Alertness, Dodge, Two-Weapon Defense, Two-Weapon Fighting^{B}, Weapon Finesse, Weapon Focus (longsword)
Skills Climb +6, Jump +6, Knowledge (nature) +6, Listen +8, Profession (sailor) +6, Spot +8, Survival +6, Swim +9, Use Rope +7
Possessions combat gear plus *+1 longsword*, masterwork dagger, masterwork light crossbow, *+2 mithral chain shirt*, royal blue Seadragon sergeant uniform, engraved silver pocket watch (200 gp),10 gp

SYN CR 8

hp 48 (8 HD)

Male changeling swashbuckler* 8
**Complete Warrior* 11
CN Medium humanoid (shapechanger)
Init +4; **Senses** Listen +0, Spot +0
Languages Common, Dwarven, Elven, Orc

AC 20, touch 15, flat-footed 16; Dodge, dodge bonus
Fort +6, **Ref** +7, **Will** +2 (+4 against sleep and charm)

Speed 40 ft. (8 squares), fly 40 ft. (good); acrobatic charge
Melee *+2 wounding rapier* +14/+9 (1d6+5 plus 1 Con/15–20)
Base Atk +8; **Grp** +9
Atk Options Combat Expertise, improved flanking, insightful strike
Special Actions minor change shape
Combat Gear *potion of cure serious wounds*

Abilities Str 13, Dex 19, Con 11, Int 16, Wis 10, Cha 14
Feats Combat Expertise, Dodge, Weapon Finesse^{B}, Weapon Focus (rapier)
Skills Balance +17, Bluff +14, Climb +6, Diplomacy +13, Escape Artist +15, Intimidate +6, Jump +13, Listen +0, Profession (sailor) +5, Sense Motive +8, Spot +0, Swim +4, Tumble +11, Use Rope +7 (+9 bindings)
Possessions *+1 keen rapier, +1 chain shirt, +1 ring of protection,* gold-embroidered sash (75gp), gold earring (50gp), 38 gp.

Dodge Bonus (Ex) During his action Syn can designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. He can select a new opponent on any action. Syn need not choose the same opponent as the one he chooses to apply his Dodge feat to, though if he does, the bonuses stack.

Improved Flanking (Ex) Syn gains a +4 bonus on attack rolls when flanking. Allies flanking with him still receive only a +2 bonus.

Insightful Strike (Ex) Syn applies his Intelligence bonus on damage rolls (in addition to his Strength bonus) on any attacks made with his rapier. Targets immune to sneak attacks or critical hits are immune to this extra damage.

Minor Change Shape (Su) As *disguise self* at will, but does not affect possessions.

If the PCs successfully infiltrate the ship and find the map without sounding the alarm, this encounter might be triggered as they prepare to leave the ship. If the PCs have permission from Ryger to access *Dragoneye*, this encounter will likely occur only if the characters decide to break away from their escort or steal items while aboard.

As soon as the general alarm is raised, read:

> *Alarm bells ring out and the call of "Intruders!" goes up across the ship. You hear swords drawn, the clatter of spears, barked orders, and the startled shouts of laborers. The Seadragons are on alert.*

TACTICS

The Seadragon regulars are well trained. They respond to the alarm immediately, either drawing longswords to engage nearby foes or pulling longspears from weapons racks along the rail. Those regulars farther away from the PCs form firing lines and unleash a hail of crossbow bolts.

The Seadragon sergeants show no fear in the face of the enemy, barking orders to the regulars as they advance grimly on the PCs. The sergeants close on spellcasters first, anxious to prevent them from attacking the close-ranked regulars or the ship itself.

Syn leaps from the quarterdeck to enter the fray (treat him as charging on his first attack). He always flanks his foes to make good use of his improved flanking ability, stacking his dodge bonuses against a single foe and using Combat Expertise to full effect (making his AC a formidable 28). If he is reduced to 5 or fewer hit points, Syn tumbles out of range and flees the engagement.

CONCLUSION

If the PCs elect to storm *Dragoneye* because they did not think to treat with Ryger in the Rusty Anchor (or because they failed in the attempt), feel free to give them the chance to do so if they are captured by the ship's crew. The prince arrives on the ship after being summoned by Syn, and he takes a dim view of the party's actions. At the same time, Ryger remembers too well his own days of adventuring, and he admires the PCs' hubris even if their tactical sense leaves much to be desired.

Feel free to allow captured PCs to tell their story and talk Ryger into allowing them to copy the tapestry map. However, in addition to demanding restitution for any damage done during the raid, the prince will require some extra favor in return. This might set up a short side trek or a follow-up adventure.

FEATURES OF THE AREA

The map of Dragoneye that you can use to play out this encounter is on page 61, where the various areas within the ship are described.

Illumination: *Everbright lanterns* hang from *Dragoneye's* rails and masts, providing bright illumination across the main deck at night. The magic lamps also burn within the cabins, but are shrouded to shadowy light until their covers are removed.

Ballistae: Two of these siege engines are located on each of the four battle decks 20 feet above the main deck. Firing a ballista is a full-round action, while reloading it is two full-round actions for creatures smaller than Large. A ballista has a 120-foot range increment, deals 3d8 points of damage, and threatens a critical hit on 19–20. Because of the weapon's size, a Medium creature takes a –4 penalty when firing a ballista, while a Small creature takes a –6 penalty.

A few specialized bolts with magic warheads lie in two neatly arranged piles between the ballistae on each battle deck. The first pile consists of four green-hued metal warheads, each of which generates a *stinking cloud* effect (CL 6th, Fortitude DC 15). The cloud is centered on the point where the bolt hits, spreading in a 20-foot radius, 20 feet high. Six red warheads are in the second pile, each unleashing a *fireball* (CL 6th, 6d6 fire damage, Reflex DC 15 half) at the point where the bolt hits.

All these ballistae face outward away from the ship, and each can be aimed in a 45-degree firing arc. The chain and pulley mechanism locking a ballista in place can be destroyed with a DC 20 Strength check or a DC 20 Disable Device check. If either check is made successfully, a ballista can be aimed at the main deck below.

Rope Ladders: Ladders woven from thick hempen rope connect the main deck to the battle decks. A DC 10 Climb check is required to ascend or descend to the battle decks.

Rope Ladders: Hardness 0; hp 10; break DC 15; Climb DC 10.

Darkwood Doors: These thick, weathered doors open into the forecastle, connecting areas D4 through D8 to the main deck.

Darkwood Doors: Hardness 10; hp 50; break DC 25; Open Lock DC 20.

Masts: *Dragoneye*'s masts are 5 feet in diameter at their base and rise some 40 feet into the air. Rigging connects the masts and keeps the sails tied tight to their cross rails. With a successful DC 15 Climb check or Jump check, anyone on a mast can cut a single rigging rope and swing to the top of the quarterdeck, the forecastle, or any battle deck as a full-round action.

Cargo Crates: Crates and boxes lie strewn about the deck. Spaces containing crates are difficult terrain, requiring 2 squares of movement to enter. The crates also provide cover (+4 AC) to anyone who crouches behind them.

Wooden Cargo Crates: Hardness 3; hp 20; break DC 15.

Cargo Bay Doors: These 10-foot doors in the deck are currently open. Anyone knocked into the cargo bay falls 30 feet to the floor and takes 3d6 points of damage. The cargo bay contains only crates and barrels, and it provides no access to anywhere else belowdecks. Characters can climb up one of the cargo bay ropes with a successful DC 12 Climb check, but lose their Dexterity bonus to Armor Class if targeted by the Seadragons' crossbows.

THE FOG RISES

Encounter Level 10

SETUP

The Blood of Vol divinity seeker attacks the PCs on the docks as they return to their chartered galleon. If this is during daylight hours, establish that the weather has turned cloudy and dark as the PCs make their way back to the *Swiftwind*. The divinity seeker's thick cloaks initially conceal their weapons, though characters making a DC 15 Spot check receive a split-second's warning of the imminent assault. The divinity seekers get a surprise round against the party, but allow those PCs who made their Spot checks to roll for initiative and take a single surprise round action.

BLOOD OF VOL DIVINITY SEEKER CR 7

hp 42 (7 HD)

Human monk 7
LE Medium humanoid
Init +5; **Senses** Listen +13, Spot +13
Languages Common

AC 18, touch 16, flat-footed 17
Immune normal disease
Resist evasion
Fort +6, **Ref** +6, **Will** +8 (+10 against enchantments)

Speed 50 ft. (10 squares)
Melee *+1 wounding chain-and-dagger** +9 (1d4+3/19–20) or
Melee unarmed strike +6/+6 (1d8+2) with flurry of blows
Base Atk +5; **Grp** +7
Atk Options Stunning Fist 7/day (DC 16), *ki* strike (magic)
Special Actions wholeness of body (heal 14/day)
Combat Gear 2 *potions of cure moderate wounds, potion of lesser restoration*
Spell-Like Abilities (CL 3rd):
1/day—*inflict light wounds* (1d8+3, DC 11)

Abilities Str 14, Dex 13, Con 12, Int 8, Wis 16, Cha 10
SQ slow fall 30 ft.
Feats Aberrant Dragonmark, Deflect Arrows^{B}, Exotic Weapon Proficiency (chain-and-dagger), Improved Initiative, Improved Trip^{B}, Improved Unarmed Strike^{B}, Stunning Fist^{B}, Weapon Focus (chain-and-dagger)
Skills Listen +13, Spot +13, Balance +3, Jump +17, Tumble +13
Possessions combat gear plus *+1 wounding chain-and-dagger*, bracers of armor +2, ring of protection +1*
*When wielding her chain-and-dagger, a divinity seeker gains a +2 bonus on her opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed herself). She can also use the weapon to make trip attacks, gaining a +2 bonus on any trip attempt. If a divinity seeker is tripped during her own trip attempt, she can choose to drop the chain-and-dagger instead of being tripped.

BLOOD OF VOL EXARCH CR 8

hp 65 (8 HD)

Male human crusader 8
LE Medium humanoid
Init +1; **Senses** Listen +0, Spot +5
Languages Common

AC 20, touch 11, flat-footed 20
Fort +8, **Ref** +3, **Will** +3

Speed 20 ft. (4 squares)
Melee *+1 battleaxe* +10/+5 (1d8+5/×3) and mace +9 (1d8+2) or
Melee *+1 battleaxe* +14/+9 (1d8+7/×3)
Base Atk +8; **Grp** +12
SA smite (attack +1, damage +8)
Maneuvers (2 of 5 readied):
4th—*white raven strike* (+4d6 damage, target becomes flat-footed)
3rd—revitalizing strike* (heal 3d6+8 on hit)
2nd—*battle leader's charge* (provoke no attacks of opportunity charging, +10 damage), *foehammer* (+2d6 damage, ignore DR)
1st—*douse the flames** (target cannot take attacks of opportunity for 1 round)

Abilities Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 13
SQ steely resolve 15, furious counterstrike, zealous surge (1/day, reroll one saving throw)
Feats Cleave, Power Attack, Two Weapon Fighting, Weapon Focus (battleaxe)
Skills Concentration +13; Intimidate +13, Spot +5
Possessions combat gear plus *+1 full plate, +1 battleaxe,* masterwork heavy mace, *gauntlets of ogre power*

Steely Resolve 15 The exarch can delay up to 15 total points of damage each round. Instead of taking the damage immediately, the exarch instead takes the damage at the end of his own turn.
Furious Counterstrike The exarch gains a +1 bonus to attack and damage for each full 5 points of damage currently delayed due to his steely resolve ability.
Maneuvers The exarch begins with two of his five maneuvers "ready," and can use each maneuver once as a standard action (which includes a normal melee attack). At the end of his turn, the exarch gains access to one additional maneuver. If all maneuvers have been ready at least once, then the exarch loses his current readied maneuvers, gains two of the five (chosen randomly), and the process begins again. At the beginning of this fight, maneuvers marked with * are ready.

As the PCs make their way along the docks, read:

A thick fog is rolling in off the harbor as you make your way toward the Swiftwind. The sounds of the busy dock ward are muffled, and you strain to see more than 5 feet in front of you. Suddenly three cloaked figures emerge from the fog, tossing back their hoods to reveal topknots atop their cleanly shaven heads.

BLOOD OF VOL FANATIC CR 6

hp 57 (6 HD)

Male human barbarian 6
CE Medium humanoid
Init +1; **Senses** Listen +6, Spot +4
Languages Common

AC 13, touch 11, flat-footed 13; Dodge
Fort +7, **Ref** +3, **Will** +2

Speed 40 ft. (6 squares)
Melee *+1 keen longsword* +11/+6 (1d8+4/17–20)
Base Atk +6; **Grp** +9
Combat Gear *potion of mage armor*

Abilities Str 16, Dex 13, Con 14, Int 8, Wis 10, Cha 12
SQ berserker strength* (when below 30 hp, +4 Str, +2 saves, DR 2/—, –2 to AC), improved uncanny dodge, trap sense +2
*Berserker strength is a barbarian alternative class feature from *Player's Handbook II*.
Feats Dodge, Endurance, Unquenchable Flame of Life** (+2 on saves against undead abilities), Weapon Focus (dagger)
** *Faiths of Eberron*
Skills Listen +6, Spot +4, Intimidate +10, Jump +16
Possessions combat gear plus cultist robes (as padded armor), *amulet of natural armor +1, +1 keen longsword*

After the first round of combat (or if one of the PCs attempts to parlay with the divinity seeker), read:

> *As he attacks, one of the trio speaks. "We would demand the Dragon's Eye, but we already know what the answer would be. Perhaps you will be more forthcoming with Lady Vol when she speaks with your corpses."*

TACTICS

The exarch stands in the middle of the dock, ready to engage the first PC to approach. He typically uses a maneuver each round, though he will strike with a full attack if his target proves easy to hit or if no appropriate maneuver is ready.

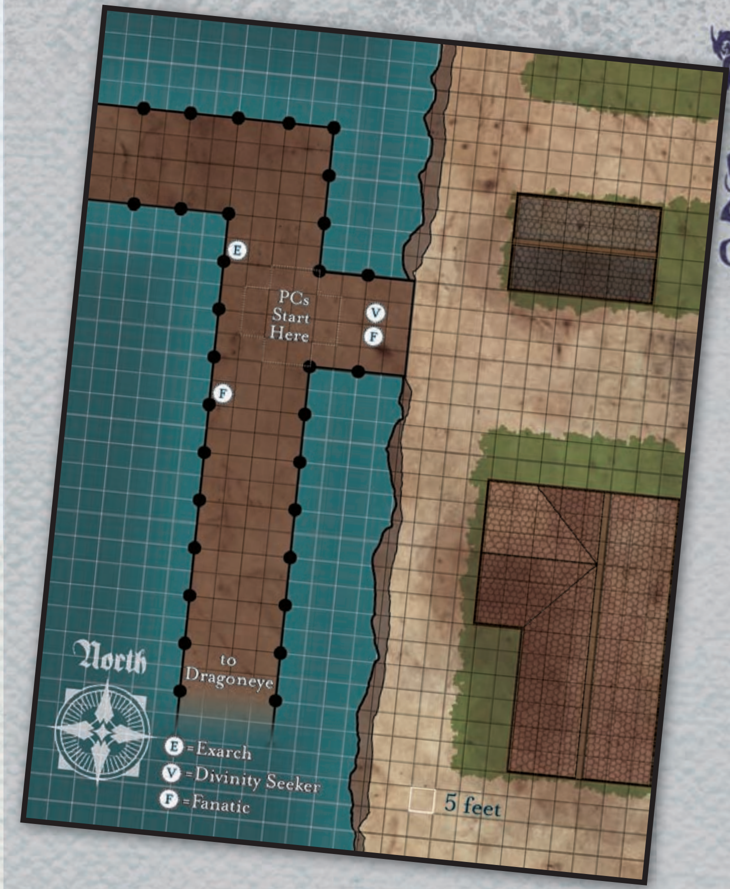
The fanatic lacks subtlety, and his crazed hunger for blood blinds any sense of personal tactics. The fanatic rushes into the midst of the PCs, hacking wildly at whichever PC damaged it most recently, even moving and provoking attacks of opportunity if that foe is at range.

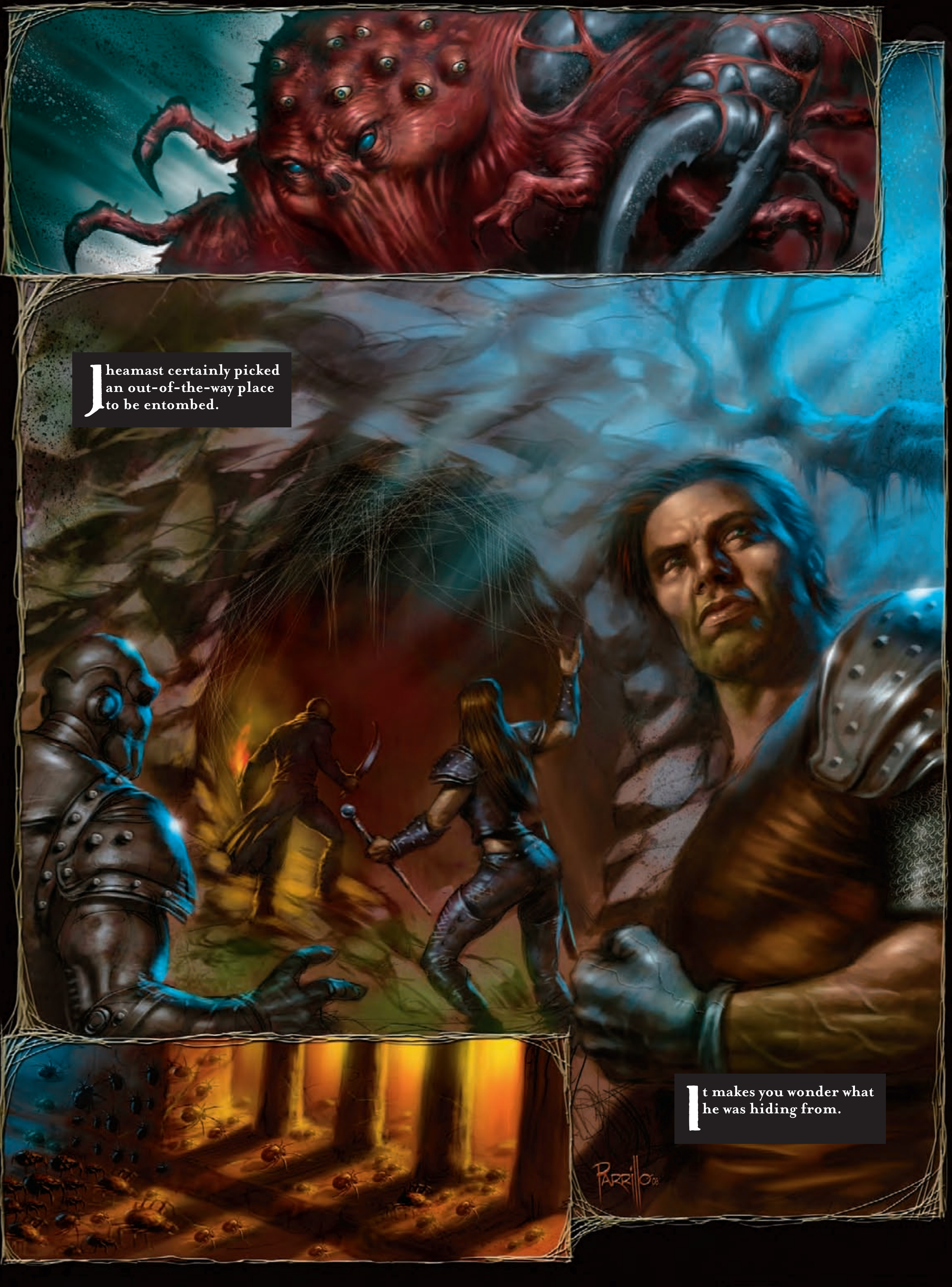
The divinity seeker has a greater sense of the overall abilities of the PCs, and moves to neutralize PC spellcasters by using Stunning Fist.

All these individuals are devoted minions of Vol and fight to the death.

FEATURES OF THE AREA

Fog: Even during the day, the thick fog on the docks obscures all sight, including darkvision, beyond 30 feet. Creatures 15 to 30 feet away have concealment (20% miss chance).




Jheamast certainly picked an out-of-the-way place to be entombed.
It makes you wonder what he was hiding from.
PARRILLO 08

PART THREE

THE HAUNTED ISLE

Armed with the map from the tapestry in Prince Ryger's cabin, as well as the now-complete diary and notes of Eliam ir'Veldras, the PCs are ready for an expedition into the haunted interior of Trebaz Sinara. However, before they can wrest the secret of the *Dragon's Eye* from the dead explorer Jheamast's ghost, the party must follow clues woven by ir'Veldras into the account of his doomed expedition. With the help of the tapestry map and the notes copied from the tattoos of the unfortunate Thraxis, the PCs circumnavigate the treacherous shoals surrounding Trebaz Sinara, press deep into the untamed heart of the haunted isle, and fight their way to Jheamast's tomb.

GETTING TO TREBAZ SINARA

Getting to the vicinity of the island of Trebaz Sinara is the easiest part of the expedition. Finding a safe landing spot and journeying inland is where the danger lies. With the Lyrandar galleon *Swiftwind* still at their disposal, the PCs can make it from Regalport to the island in three days.

FINDING THE TOMB

Eliam's journal contains a passage that, in the context of Ryger's map, indicates the path to Jheamast's tomb:

> *"From the dragon's boneyard, follow the water that flows from the lion's maw and find safe landing within. Southwest of the cove lies the wheel of fire, which points now toward a vine-choked ravine. Across the ravine, a stone lady gestures to the cavern where the tomb awaits. Deep within the cavern is the pillar that we cannot pass. The marks upon it are as dragonmarks, yet unlike them, and surely hold the key."*

Details that appear to correspond to the dragon's boneyard and the lion's maw are indicated on Ryger's map, as was a seaborne approach that circumvents the shoals and reefs that surround Trebaz Sinara.

The journey to the tomb is perilous. As they follow the clues left in Eliam's journal, the PCs must overcome the natural dangers of Trebaz Sinara in order to seek the cavern in which Jheamast's tomb was built. That cavern is inhabited by a deadly brood of spider creatures, which the party must overcome before uncovering the entrance to the Sarlonan explorer's final resting place.

Once at the underground vault, the PCs use the power of their new or augmented dragonmarks to open the sealed door. Beyond it, the characters must contend with ancient traps and the more recent guardians of the tomb. When he lived, Jheamast had trapped the essence of a quori spirit inside his mind, using the knowledge and powers of this creature in an attempt to thwart the quori incursion of Sarlona. Jheamast had this tomb specially constructed to prevent his soul from leaving the Material Plane, which also prevented the quori from returning to Dal Quor.

Unfortunately, over the centuries, the quori learned how to manifest outside the confines of Jheamast's mind. It is forever linked to the explorer, however, and can appear only within the tomb. Jheamast's ghost haunts the tomb, but is suppressed by the still-living quori spirit. The PCs must confront the quori, then learn from Jheamast the secret of the *Dragon's Eye*.

RANDOM ENCOUNTERS ON TREBAZ SINARA

If you want to play up the dangerous flavor of the haunted isle, include a random encounter drawn from the table below. The chance of a random encounter depends on the party's activities.

Travel: 25% chance per 12 hours
Camping: 50% chance per 12 hours
Hiding: 15% chance per 12 hours

d%	Encounter	Average EL
01–12	1 tyrannosaurus (*MM* 61)	8
13–24	1d3 girallons (*MM* 126)	8
25–36	1 gorgon (*MM* 137)	8
37–48	1 dire tiger (*MM* 65)	8
49–58	1 dragonne (*MM* 89)	7
59–68	1 six-headed cryohydra (*MM* 155)	7
69–76	1 Large storm elemental (*MM3* 48)	6
77–84	1d4+1 wights (*MM* 255)	6
85–92	1d4+1 assassin vines (*MM* 20)	6
93–100	1 Huge monstrous spider (*MM* 288)	5

THE HAUNTED ISLE AT FIRST GLANCE

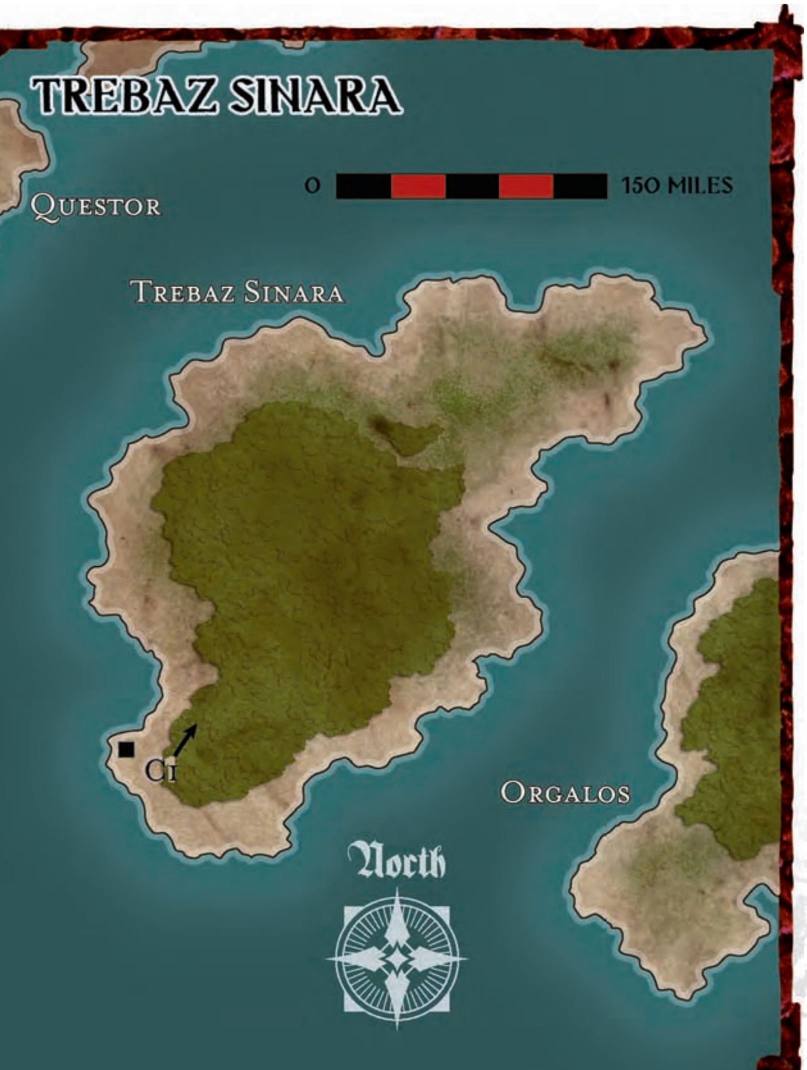
When the party's vessel reaches the island, read:

Mist-draped and shadowed by teeming rainforest that rises up only a few yards from the shoreline, Trebaz Sinara is an unsettling sight. Mountains climb from the mist like dark sentinels above the island's shadowed interior. An eerie pall emanates from the place, and the crew has grown strangely quiet. The wind seems to carry whispers here, as if the hollow voices of long-dead explorers were beckoning softly from their hidden graves.

C1: THE DRAGON'S BONEYARD

The map on Ryger's tapestry contains an image of two skeletal dragons locked in furious combat. A note in Eliam's journal reads: "Northeast of Trebaz Sinara, where dragons sleep forever, their bones point the way to the island's approach." If the PCs sail along the southwest shore of the island, a successful DC 15 Spot check allows them to catch sight of a lonely rock face breaching the waves a few miles from the treacherous shoreline. Read:

A monolith of black volcanic stone reaches skyward from the sea, its base shrouded in whitecapped waves. In one spot, the rock curves inward like a mouth drinking deep from the sea. Waves surge within this black bay, but beyond them, the bleached white of bone catches the light. Ribs of enormous size reach up like talons from the shallows below the black monolith. The spine of some tremendous creature lies embedded in the rock face. Its skull sits atop the rock, water coursing from hollow eye sockets as the sea pulses in and out.



The skeletons of two enormous dragons are scattered within the recess in the rock. As if gathered to pay homage to the fallen dragons, the bones of dozens of whales lie broken around the black maw of stone.

The PCs can gather their supplies and row one of the *Swiftwind*'s small boats toward the black rock of the dragon's boneyard. Unfortunately, the strange tendency of whales to gather near the boneyard extends to Ship Eater. This great orca was slain by whalers years ago, but the corrupt necromantic energies infesting Trebaz Sinara have reanimated her corpse. Now an undead monstrosity with an insatiable hunger for living flesh and an unquenchable need for vengeance, Ship Eater lurks in the boneyard's depths.

Tactical Encounter: C1: The Dragon's Boneyard on page 90.

Development: Once this encounter is resolved, the PCs can continue their journey inland through the small cove opening tucked within the boneyard (see the tactical map on page 91 for details).

This tight, winding cove requires a DC 15 Profession (sailor) check to successfully navigate (if the party's boat survived Ship Eater, that is). On a failed check, the boat becomes wedged in one of the narrower stretches of the cove, and must be pushed out again with a DC 20 Strength check. Once the PCs reach the center of the small rocky atoll, they see the darkened entrance to a water cave ahead.

C2: INTO THE LION'S MAW

The entrance to this water cave has been hewn and shaped by centuries of wind and waves. As the PCs approach, read:

The rocky cave's exterior bears an uncanny resemblance to the head of a lion in full-throated roar. Like enormous fangs, two stalagmites rise from the sea at the cave mouth, while two stalactites descend from the ceiling above. Within the twisting chamber, piles of rubble rise from the swirling water that seems to flow back out of sight.

This cave is depicted on Ryger's tapestry map as a pictograph of a snarling lion. In Eliam's journal, this stage of the journey was referenced by the legend: "To reach the island's distant shore, enter the lion's maw and brave his vicious roar."

The cave's appearance attracted the attention of a dragonne flying through this region years before. The magical beast has made its lair here ever since.

Tactical Encounter: C2: The Lion's Maw on page 92.

Development: Once the PCs have dealt with the dragonne, they can pass deeper into the cave. After they navigate the twists and turns within, fresh air and daylight (or moonlight if at night) pierces the darkness. Emerging from the cove, the PCs spot a hospitable stretch of beach at long last.

TREBAZ SINARA

Once the PCs put ashore, read:

The soft lapping of waves against the shore at your back is the only sound. The white sand of the beach is coarse, conjuring unsettling thoughts of bones ground to powder. Some hundred feet from shore, the beach gives way to thick forest. An unnatural chill seems to emanate from the bent, misshapen trees, colder even than the breeze off the ocean behind. No birds grace the sky here, but above the forest canopy, a faint plume of smoke steadily rises.

Trebaz Sinara's reputation as "The Haunted Isle" is well deserved. The PCs should feel unsettled during their stay here, as if some shapeless malevolence watches their every move from just out of sight within the trees.

Once they establish a beachhead, the PCs can set a course northeast through the temperate rainforest to find the next landmark mentioned in Eliam's journal: the wheel of fire. "Seek the burning wheel of fire. Within, the dead navigator points the way. Hold steady his course for three leagues." This is the still-active ring of the explorer's chartered airship, which crashed on Trebaz Sinara during his expedition two years before.

It is an easy guess that the rising smoke marks the location of this wheel of fire. If the PCs observe for any length of time, the smoke rises steadily, never thickening or fading.

Denizens of the haunted isle do not often stray from the shaded interior of the forest, making the beach a safe place to camp. Driftwood for a fire can be easily found, much of it the shattered remains of ships that braved the shoals in search of buried pirate riches.

INTO THE FOREST

As the PCs enter the canopied rainforest of Trebaz Sinara, the unnatural chill deepens to cut them to the bone. This has no adverse game effect, but the cold here defies the area's temperate climate. Though the sun shines brightly in a cloudless sky, its warmth shuns the forest as if repulsed by the darkness within. The crashed airship is a 6-hour overland hike through the trees.

C3: THE WHEEL OF FIRE

As the PCs approach the source of the smoke rising from the forest, they spot the remains of a crashed airship, broken in two as it plummeted from the sky. Though the forest has grown up around it, shattered trees still mark the path it took as it fell.

As the PCs approach, read:

The flicker of flames in the distance comes from the shattered stern of a crashed elemental airship. Somehow, the vessel's elemental ring survived the crash, though it seems unlikely that any of the crew were as lucky. The stern of the ship now juts up from the forest floor, its elemental ring surrounding it like a halo. Though badly battered, the helm of the ship is intact, and a strange ruby glow emanates from the base of the uppermost binding strut. The rest of the once proud ship has been reclaimed by the forest.

Though the stern of the ship appears unstable, the lightness of its soarwood hull means that it is in no danger of falling, even if climbed. The helm of the airship, now vertical, contains the clue the PCs need to start the next leg of their journey. Once the party approaches the shattered stern and peers up, read:

From the ground, you can see the source of the red glow: a fractured but still intact Khyber dragonshard mounted in a now-open chamber near the base of the upper binding strut. The shard's glowing red surface is covered in darker veins and twisting fracture lines, and the light burning within flickers chaotically. On the helm above, a skeleton lies across a control console, its body shattered during the crash.

Any PCs can clamber up to the helm with a DC 15 Climb check. However, as they do so, the insane fire elemental trapped within the Khyber shard and the elemental ring detects their presence. With a last surge of will, it is able to manifest beyond its binding ring and attack.

Tactical Encounter: C3: The Wheel of Fire on page 93.

Development: If the PCs examine the helm and the skeleton there, any Search check notes that the crew member's hand was placed in position after death to point to a shattered compass. The compass is locked into a position facing due east of the crash site. Traveling in that direction takes the PCs to the next stage of their journey.

C4: THE MOURNFUL MAIDEN

The party must make a 6-hour hike due east of the airship crash site. Long-healed marker notches in the trees reveal a rough trail that leads eventually to a clearing. As the PCs approach, read:

Among a stand of trees, a dark figure draped in vines stands motionless on a pedestal of white marble. The figure appears to be a tall robed woman, her hands clasped in prayer and her eyes closed in contemplation. You feel an unfamiliar sense of peace, as though the statue were its source. On the figure's shoulder, the stark outline of an aberrant dragonmark can be seen.

This statue of a mourner is the final clue pointing the way to Jheamast's tomb. It was ordered built by Jheamast in honor of his wife Naarylla, one of the other members of his doomed party. Aptly named the "Mournful Maiden," the statue depicts Naarylla praying for her husband's soul to pass on with hers to the peace of death. Sadly, this prayer has yet to be answered.

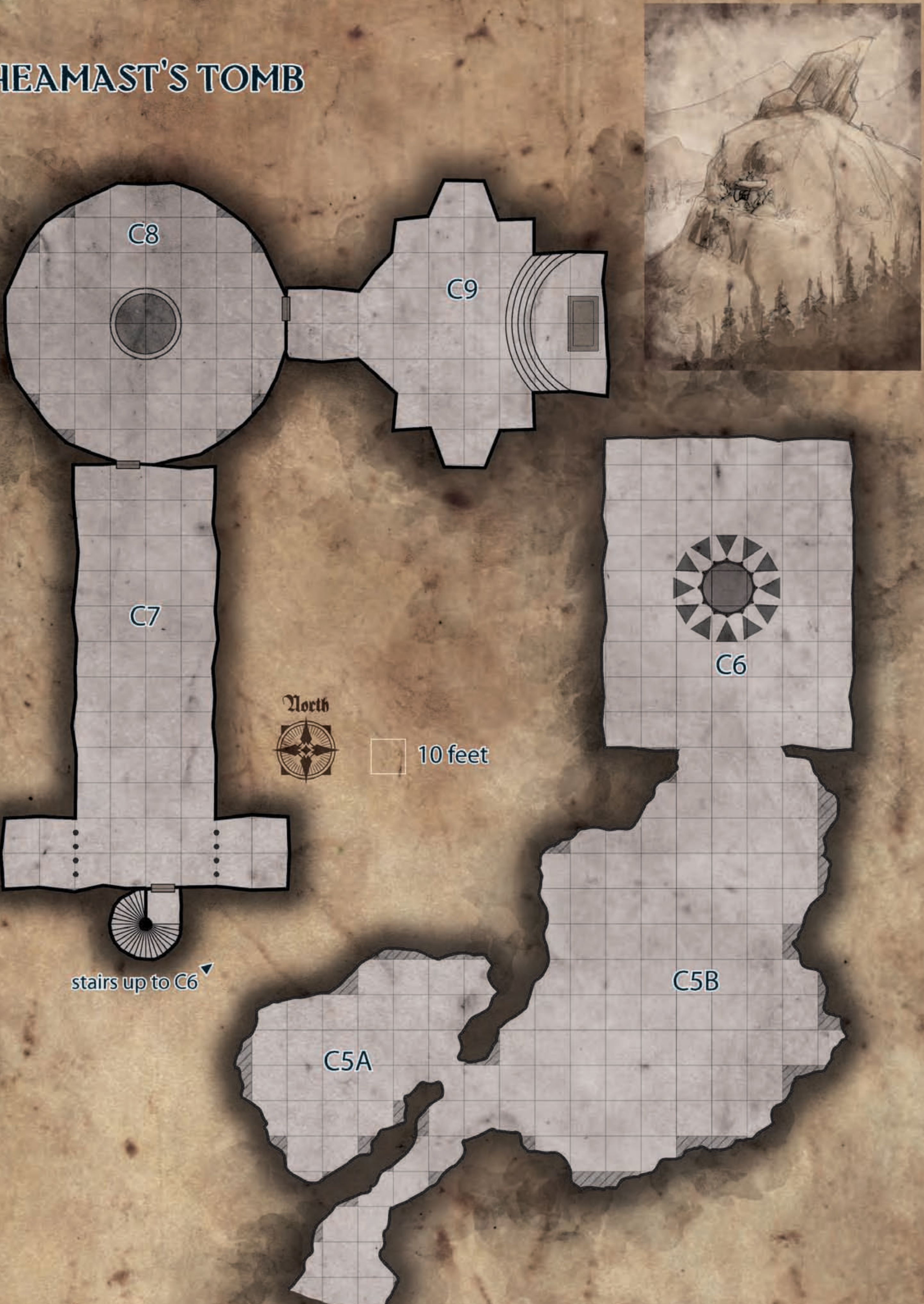
Eliam's journal indicates that the statue marks the entrance to a ravine, at the bottom of which lies the tomb.

An aura radiating from the statue prevents the hostile denizens of Trebaz Sinara from approaching. The PCs can rest near the statue without fear of attack from wandering monsters.

JHEAMAST'S TOMB

After retracing the steps of Eliam's expedition, the party arrives at a dark cave mouth that opens up in the mountainside. Inside lies the tomb of Jheamast, protected by dire guardians, fell traps, and the living nightmare trapped in the Sarlonan explorer's own mind.

JHEAMAST'S TOMB


C8
C9
C7
C6
North
10 feet
stairs up to C6
C5B
C5A

As the PCs approach the cave, read:

Large as a dragon's maw, a dark rent in the side of the mountain leads into blackness. The reek of decay comes and goes as the cold wind that howls in through the cave mouth rises and falls. The distant sound of scuttling feet and the brief low moan of some piteous creature echo and fade away. Barely visible in the deepening darkness, thick webs crisscross the cavern, rippling with the wind.

Ad Hoc XP Award: Award the PCs a 500 XP story award for locating the entrance to the tomb.

C5: THE WEBBED CAVERNS

These caverns are the first stage in the party's journey into the dark recesses of Jheamast's tomb. Once the PCs pass into the entryway described above, read:

The entrance gives way to a ledge overlooking a steep drop with no bottom in sight. The sticky sheet webs before you appear to be the only method of traversing the cavern.

The PCs can progress through the chamber in any way they see fit. However, as the webs suggest, they are not alone here. A Huge monstrous spider lairs at the top of the cavern, directly above the PCs' current location. In the darker depths below, a tomb spider with three web mummies await a fresh meal.

Tactical Encounters: C5A: Spider's Lair on page 96 and C5B: Tangled Webs on page 94.

Development: After passing through this cavern, the PCs reach the true entrance to the tomb—the pillar chamber.

C6: THE PILLAR CHAMBER

Below the webbed caverns and through a short corridor lies a chamber painstakingly hewn out of the rocky interior of the mountain by skilled Sarlonan crafters. As the PCs enter, read:

This 30-foot-high chamber is empty except for a large stone pedestal at its center. Rising 5 feet from the floor, the pedestal is engraved with six symbols resembling dragonmarks. One appears to be a variation of the Mark of Handling, but the others bear no resemblance to any true dragonmark. On the floor is a circular arrangement of triangular flagstones, each touching the pillar's base at its apex.

This chamber is the starting point in a linked series of deadly traps designed to thwart all but the shrewdest adventurers.

Jheamast wanted his tomb sealed for all time, and he set up this first trap to keep it so. It was designed to allow entry only to those afflicted with the curse of the *Dragon's Eye*, since only a character who has gained a new or augmented dragonmark from the altar in Kha'shazul can activate the stairs. When Jheamast had the tomb constructed, his goal was to create a door that only he could pass. He then sealed the tomb behind him when he entered it to die, heartbroken at losing his wife and having failed to discover a weapon that might have thwarted the quori invasion of his homeland. He would never have guessed that a party following in his footsteps would attempt to pass this way fifteen hundred years later.

Though the symbols on the pillar are not exact matches for any of the aberrant marks bestowed on the party, they are eerily similar. Characters will note that one of the aberrant marks appears identical to that on the statue of the mournful maiden in area C4.

The pillar lock is activated by a character expending the spell-like ability of a new or augmented dragonmark from the Temple of Kha'shazul. When activated, the triangular tiles around the pillar fall into the floor, creating a spiral staircase leading down to a landing with a single door. At the same time, the trapped ceiling of the chamber collapses, catching PCs on the stairs in a fall of rubble and dropping the zombie corpses of two gray renders into the room.

Tactical Encounter: C6: Pillar Lock on page 97.

C7: THE DARK CORRIDOR

After surviving the pillar chamber, the PCs can descend to the landing below. The door opens easily to reveal a corridor beyond, but if the PCs do not have magical light, they see nothing but a wall of darkness in front of them. If someone in the party carries magical light, read:

For a moment, your light flickers and fades as if swallowed by the darkness. Then it springs to life again, revealing a wide, shadowed corridor extending into inky blackness beyond. On either side of the door stands a vacant dark iron cage, 6 feet in height and 20 feet square. The shadows here seem to writhe with a life of their own.

The darkness in this room is supernatural, drawn from Mabar, the Endless Night. Natural light sources cannot pierce it, and even magical effects such as *light* or *continual flame* take 1 round to flare to life within the corridor. A moving magical light source does not illuminate the area it moves into until the following round. The only exception to this rule is a *daylight* spell, which immediately counters the darkness in this corridor for as long as the spell is in effect.

The dark cages are potent summoning devices also linked to Mabar, and they conjure forth fearsome shadow mastiffs if any character touches the sealed stone door at the opposite end of the corridor. The door has a complex clockwork locking mechanism linked to fifteen separate seals. Four construct dread guards also protect this exit.

Tactical Encounter: C7: Unleash the Hounds on page 98.

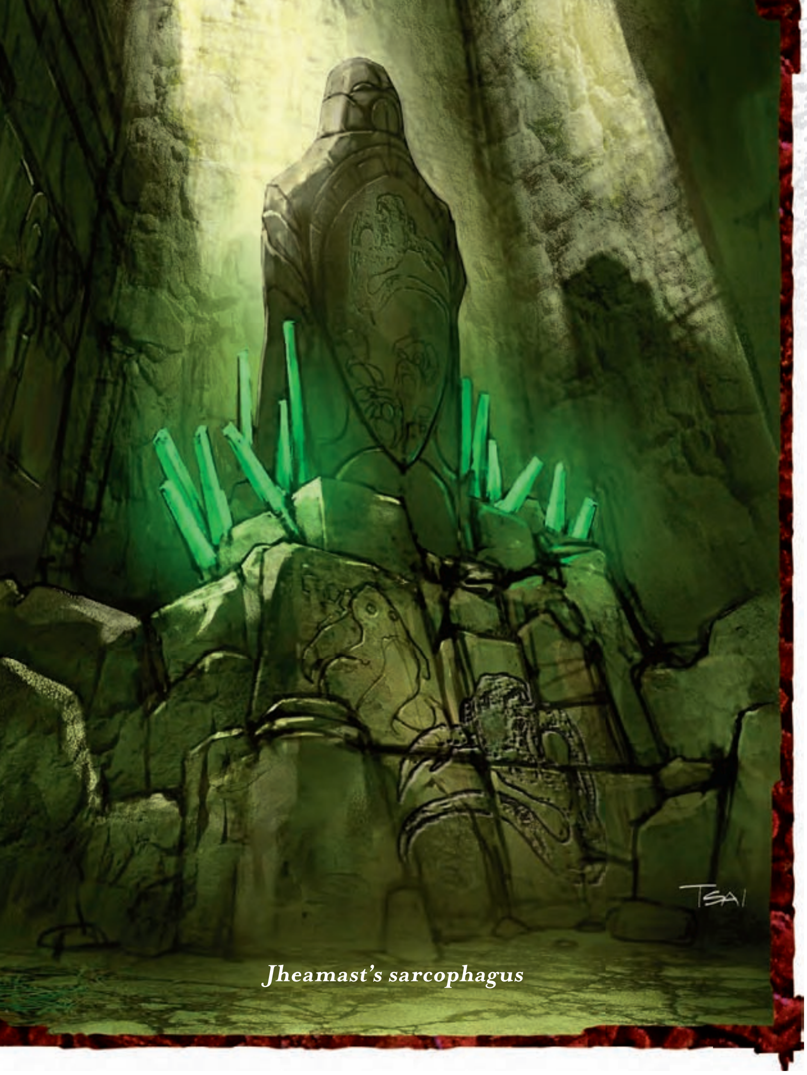
Development: Once the PCs open the door, the shadow mastiffs vanish back to Mabar and the dread guards are deactivated. The PCs can then step across the threshold to area C8.

C8: POOL OF SHADOWS

When the PCs have unlocked and passed through the stone door at the end of the dark corridor, read:

This large circular chamber is empty except for a stone pool at its center. From a distance, the pool appears to be filled with gently rippling black water. A single door to the east is carved with the same six dragonmark symbols as the pillar in the chamber above.

A *consecrated* pool once stood in this room as a ward against evil. However, the presence of the quori spirit trapped



Jheamast's sarcophagus

in area C9 has corrupted this place over the centuries. Now seething with negative energy, the pool has become a magnet for powerful undead.

Tactical Encounter: C8: Shadows Rising on page 100.

Development: The door on the east side of the chamber is locked with a mechanism that resembles the pillar lock in area C6, and it features the same six sigils as the pillar. Any PC who bears a new or augmented dragonmark from the *Altar of the Dragon's Eye* can expend a daily use of his dragonmark ability to unlock the door. The complex locking mechanism clicks and whirs for 5 rounds before finally opening.

C9: JHEAMAST'S REST

As the door from area C8 opens, read:

Across this dark chamber, faint images float gently through the air. Each appears to convey some scene, like a memory viewed through a crystal ball. A raised dais on the far wall is the only feature of the chamber. Upon the dais is an ornately carved marble sarcophagus covered with strange runes and images of humans and hideous creatures locked in deadly battle.

The spheres are simply images, and they cannot be touched or interacted with. They are the remnants of Jheamast's consciousness—his memories given visual form. For the most part, the images seem random, depicting time at sea, life in Sarlona, and the explorer's many expeditions. However, a PC who succeeds on a DC 20 Search check notices an image that portrays Jheamast at the *Altar of the Dragon's Eye*. It shows him taking the dragonshard circlet from the wall niche that the PCs found empty.

The creatures engraved on the sarcophagus are quori, but only characters familiar with the masters of Dal Quor recognize them as such. The runes on the sarcophagus are Old Common, and in the Riedran language. They mark this as the last resting place of Jheamast, but warn of great danger should his tomb be disturbed. The sarcophagus is sealed tight and must be pried open or broken.

Sarcophagus: Hardness 10; hp 100; break DC 25; Strength DC 20 to open.

As soon as the lid is lifted or shattered, read:

Within the sarcophagus lies a desiccated corpse, its funeral wrappings long decayed to dust. On the corpse's forehead is a circlet of mithral inset with a dragonshard. The dried skin of the corpse's shoulder shows a faint discoloration, its shape suggesting an aberrant dragonmark.

This is the corpse of Jheamast, the Sarlonan explorer. The circlet he wears is the missing third relic from the *Altar of the Dragon's Eye*. Neither the body nor the sarcophagus present any danger to the PCs, but the party's presence has awakened the quori spirit trapped here. Ready for combat, it appears in the entrance to the room and attacks.

Tactical Encounter: C9: Nightmare Made Flesh on page 101.

Development: Once the PCs defeat the quori, Jheamast's spirit is able to manifest in the chamber. As the quori disappears, read:

The ghostly images suddenly begin to circle the room at an ever-increasing speed, finally merging with a blinding flash of light. When your vision clears, you see the translucent, softly glowing image of a human male floating above the sarcophagus. The man looks hardy and weathered, or at least was in life. An aberrant dragonmark on his shoulder glows with a light of its own.

"Greetings, strangers," he says. "I would say I owe you my life for freeing me from my tormentor, but it merely visited upon me the same honor I bestowed upon it. It is better off destroyed, however, and for that you have my gratitude."

Jheamast appears as a ghost but does not manifest any harmful abilities. He explains the nature of the quori the PCs fought, and how the creature was forcibly trapped within his mind. The explorer now prepares to take his final rest, but he is happy to first answer any questions the party might have for him.

What is the Dragon's Eye? "An unfinished artifact, designed to be used to control dragonkind. You thought it was a tangible relic? Me as well. Spent my life chasing the accursed *Dragon's Eye* to no avail. The dragons defeated the artifact's demonic creator before work on the *Eye* could be finished. They then stole the artifact's power source away to the Orrery of Vortuum, an abandoned observatory in Argonnessen. It seems the magical energies used in the artifact's construction remain within Kha'shazul, though."

What do these dragonmarks mean? "They are a manifestation of the remnants of the artifact's power. No doubt the dragons would think they have something to do with their Prophecy."

What is the Orrery of Vortuum? "The Orrery of Vortuum is old even by draconic standards. An abandoned observatory, its entire height once served as a magic orrery. I tried to gain access to the observatory in the aftermath of the dragonmarking that claimed my party in Q'barra. My lady wife, whose statue you may have passed, and the rest of those who followed me were already dead, consumed by their marks before the voyage was done. Though I gained access to the upper levels of the place, its draconic guardian drove me off. However, it was enough to end the curse for me."

Jheamast knows nothing of Vol or the Emerald Claw, both of which rose to prominence after his time. He is happy to answer any questions regarding Sarlona, Dal Quor, or his life as an explorer, but his experiences are fifteen hundred years out of date. Once the party's questions are answered, the ghost bids farewell, its form shrouding Jheamast's corpse before fading away.

The PCs might decide to send a message to Sur'kil at this time with their findings. However, the Chamber agent has been kidnapped by the forces of Vol and taken to Argonnessen. See Concluding Part 3, below, for more information.

Treasure: The circlet will fetch a 3,000 gp bonus from Sur'kil, or the same amount from any antiquities collector or museum curator with an interest in the Age of Demons. The dragonshard set into the circlet bears an image that resembles the Mark of Shadow.

C10. A FAMILIAR FACE

Dura ir'Matellan failed her mistress Vol in Part 2 of this adventure, either falling to the PCs in battle or fleeing for her life. The lich queen punished Dura by transforming the cultist into a hideous undead monstrosity—a gravetouched ghoul. The cleric now has another chance to face those who destroyed or humiliated her, and she is ready to take her revenge.

In addition to Dura, the two ogre mages defeated by the party at Vorgaard's estate have also been reanimated. Vol took great pleasure in making them the subjects of her latest malignant experiment, converting their corpses into horrifying undead known as boneclaws.

From her agents in Regalport, Vol has learned of the party's expedition to Trebaz Sinara. She has dispatched Dura and her boneclaw minions with a Cloudreaver ship to clandestinely shadow the PCs on their voyage to Argonnessen. However, Dura's thirst for vengeance is stronger than the lich queen counted on, and the cleric has taken matters into her own hands.

Shortly after dawn on the day after the PCs set sail from the island of Trebaz Sinara, the dark-sailed Cloudreaver cutter swiftly pulls up beside the PCs' ship, as Cloudreaver pirates throw grapples and lower planks to prepare to board.

Read the following to the PCs.

You've just settled in for the short journey that will take you back to civilization and allow you to prepare for the next leg of your expedition. Suddenly, shouts and cries carry down from the main deck. Emerging from your cabin, you quickly discover another ship pulling up swiftly alongside your own, boarding planks already extending and grapples already thrown. A shouted word echoes in your mind: Cloudreavers!

Tactical Encounter: C10: Dura's Revenge on page 102.

CONCLUDING PART 3

The PCs are likely eager to report back to Sur'kil, but the silver dragon has been captured and taken to the Orrery of Vortuum. Vol is tired of losing minions to the PCs, and the lich queen has instead crafted a plan to lure the party to Argonnessen as she seizes the power of the *Dragon's Eye*.

When the PCs attempt to use a *sending stone* to communicate with Sur'kil, he responds with the following:

"My enemies have found me. I have been taken to Argonnessen. South of Talon Bay, atop the Fang Crater. Do what the Prophecy has foretold."

Further attempts to communicate with Sur'kil are met with silence.

The PCs are now ready to advance on to the final stage of this adventure: an incursion to the mysterious continent of the dragons, Argonnessen. At the Orrery of Vortuum, they discover their ultimate role in the draconic Prophecy even as they face a final showdown with the agents of the lich queen.

THE DRAGON'S BONEYARD

Encounter Level 9

SETUP

As the PCs approach the shallows of the dragon's boneyard, have them place their boat or themselves (if they are swimming) between the edge of the map and the beginning of the shallows.

As the party approaches, read:

> *As you draw nearer, the immense size of the bones in the shallows beneath the black rock face becomes immediately apparent.*

Ship Eater, the hideous undead orca that jealously guards Trebaz Sinara, sets upon the characters as they approach the boneyard. Have the PCs make Spot checks opposed by Ship Eater's Hide check. Lurking 60 feet beneath the surface gives the corpse creature whale a +30 bonus on its check, minus its size modifier for a total modifier of +14. On a failed Spot check, Ship Eater bursts from the water and gets a surprise round before initiative is rolled normally. On a successful check, place Ship Eater at the eastern edge of the map and roll initiative.

If the PCs spot Ship Eater, read:

> *You spot a massive dark shape beneath the water, circling the edge of the cove. Suddenly it drives toward you like a knife.*

As Ship Eater attacks, read:

> *The grotesque form of a rotting orca whale breaches the surface, the harpoon that killed it still lodged deep in one eye. The other eye, a rotting black orb oozing foul liquid, fixes you with a fearsome gaze. The hideous stench of decay belches forth from the undead whale's wretched maw.*

SHIP EATER, CORPSE CREATURE* ORCA WHALE — CR 8

**Book of Vile Darkness* 185
hp 100 (14 HD)

NE Gargantuan undead
Init +1; **Senses** blindsight 120 ft., darkvision 60 ft., low-light vision; Listen +19, Spot +14

AC 21, touch 8, flat-footed 20
Immune undead immunities (*MM* 317)
Fort +9, **Ref** +10, **Will** +6

Speed swim 50 ft. (10 squares)
Melee bite +21 (3d6+20)
Base Atk +10; **Grp** +32

Abilities Str 39, Dex 13, Con —, Int 2, Wis 14, Cha 6
SQ undead traits (*MM* 317)
Feats Alertness, Improved Natural Armor (3), Run
Skills Listen +19, Spot +14, Swim +16

6 LACEDONS — CR 1

Monster Manual 118
hp 20 each (3 HD)

CE Medium undead
Init +2; **Senses** darkvision 60 ft.; Listen +2, Spot +7
Languages Common

AC 15, touch 13, flat-footed 12
Immune undead immunities (*MM* 317)
Resist +2 turn resistance
Fort +1, **Ref** +4, **Will** +5

Speed 30 ft. (6 squares), swim 30 ft.
Melee bite +3 (1d6+2 plus paralysis plus ghoul fever) and 2 claws +1 each (1d3+1 plus paralysis)
Base Atk +1; **Grp** +3

Abilities Str 14, Dex 16, Con —, Int 13, Wis 14, Cha 12
SQ Contagious Paralysis, undead traits (*MM* 317)
Feats Contagious Paralysis*, Multiattack
**Libris Mortis* 25
Skills Balance +7, Climb +8, Hide +8, Jump +6, Listen +2, Move Silently +8, Spot +7

Ghoul Fever (Su) Disease—bite, Fort DC 12 negates, incubation period 1 day, damage 1d3 Con and 1d3 Dex.
Paralysis (Ex) Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

The ghouls' Contagious Paralysis feat means that this paralysis is contagious. Any creature touching a creature that has been paralyzed by a ghoul's attack is affected as if the ghoul had delivered a paralyzing attack upon it (using the same save DC to resist). If a creature successfully saves against a ghoul's contagious paralysis attack, it can't be affected by that ghoul's contagious paralysis for 24 hours.

TACTICS

While it lived, Ship Eater was a fierce hunter. Now robbed by undeath of its instincts for self-preservation, it is even more so. The whale's first order of business is to knock its quarry into the brine so that it can enjoy tearing them to pieces. Although Ship Eater can breach the water to attack PCs on a boat, it prefers to scoop them from the sea. As a full-round action that provokes attacks of opportunity, the corpse creature whale can ram the party's boat. Characters must make a successful DC 30 Reflex save or a DC 30 Balance check to avoid being cast into the water.

Ship Eater's relentless nature can be used to the party's advantage. It does not break off the attack even if the PCs swim for the shallows. There, it pursues by breaching, beaching itself, and thrashing up into the cove after them at half its swim speed. Any lacedons in the way become suitable targets for its wrath. Clever PCs can lure the mindless whale toward the dragon bones (see Features of the Area, below) and cause the foul creature to impale itself.

The lacedons in the cove are the corrupted forms of dead seafarers. After being forced to survive on fish, eels, and crabs, they view fresh adventurers scared into the shallows by Ship Eater as a delicacy they cannot turn down. The lacedons swarm the closest PC, hoping to paralyze him and immediately feast on his flesh. If more than one character approaches the creatures, they allow paralyzed PCs to sink as they attack their would-be saviors. The lacedons flee only if Ship Eater attacks them.

TREASURE

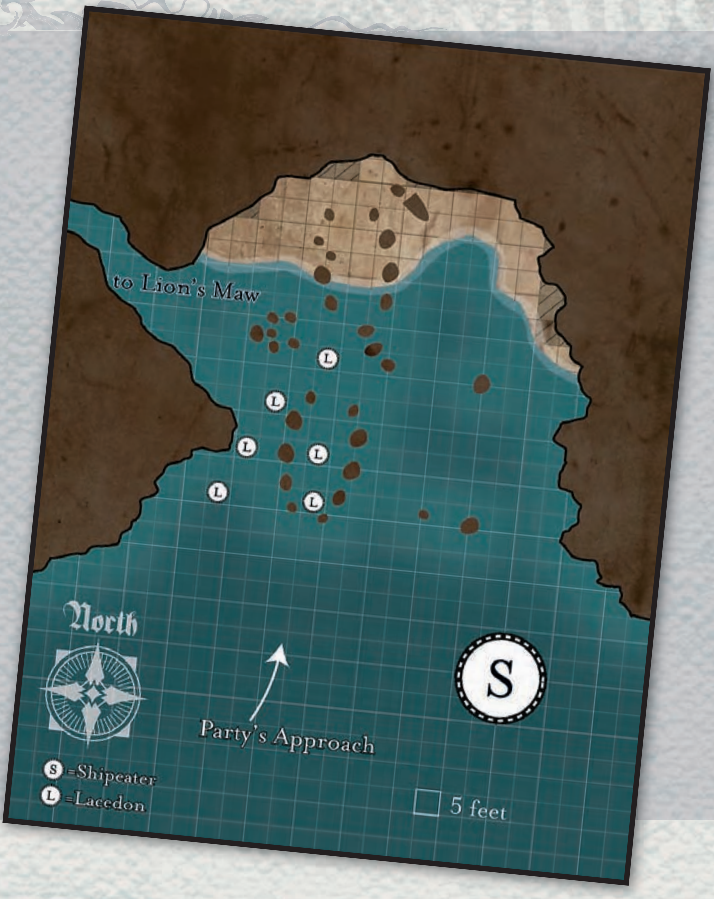
The harpoon lodged deep in Ship Eater's right eye is a *+3 longspear*. A DC 20 Strength check pulls it free, or the party can shatter the orca's skull (hardness 5, 10 hp) to retrieve the weapon. Wedged in the whale corpse's rotting teeth is a gold pendant etched with the symbol of Aureon, which acts a *periapt of Wisdom +2*. The shattered skeletons of other sailors and explorers who fell prey to the lacedons litter the boneyard shallows. A successful DC 20 Search check allows the PCs to find a set of *+2 studded leather* where it has fallen off one well-gnawed corpse.

FEATURES OF THE AREA

Illumination: At night, moonlight casts shadowy illumination across the cove. The lacedons have darkvision out to 60 feet. Ship Eater has darkvision out to 60 feet and blindsight out to 120 feet.

Shallows: At the water's edge, the remains of two great dragons lie beneath the surf. Dozens of beached whales have also met their end here. Rib bones jut up like spears, threatening to impale anyone forced into this area. PCs entering or drifting into the shallows must make a DC 15 Swim check each round or take 1d6 points of piercing damage from the splintering skeletal remains. Small boats such as the one the party might row out from the *Swiftwind* are badly scraped by these bony protrusions but do not take any damage.

Dragon Bones: Fragments of rib, taloned claws, and a lower jawbone with razor-sharp teeth climb up the beach from the shallows here. These bones are too large to pose any real threat to the PCs, but if a character lures Ship Eater into any of these areas, the mindless corpse creature breaches in an attempt to reach them. The beast must make a DC 15 Reflex save or be impaled on the bones, taking 4d6 points of damage. If it is not destroyed, the corpse creature takes 1 round to free itself.



THE LION'S MAW

Encounter Level 7

SETUP

As the PCs enter the lion's maw, have them indicate the position of their boat or their swimming characters within the entrance to the cave. Do not place the dragonne on his perch near the pile of loose rubble unless he is seen by the party (Spot DC 20).

If the PCs spot the dragonne, read:

> *Perched atop the pile of rubble to the west, a large brass-colored creature eyes you warily. Its body is lionlike, but it sports scales and a pair of draconic wings.*

As soon as the characters enter the cave, read:

> *A tremendous roar shakes the walls of the cave and lashes the murky water to foam. As the echoing roar dies away, a cracking sound from above is your only warning as a rain of stalactites and rock comes crashing down.*

Resolve the PCs' saving throws against the dragonne's roar and the falling stalactites and rubble, then roll for initiative.

DRAGONNE CR 7

Monster Manual 89
hp 75 (9 HD)

N Large magical beast
Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Listen +11, Spot +11
Languages Draconic

AC 18, touch 11, flat-footed 16
Fort +9, **Ref** +8, **Will** +4

Speed 40 ft. (8 squares), fly 30 ft. (poor)
Melee bite +15 (2d6+7) and 2 claws +10 each (2d4+3)
Space 10 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +20
Atk Options Awesome Blow, Improved Bull Rush, Power Attack, pounce
Special Actions roar

Abilities Str 25, Dex 15, Con 17, Int 6, Wis 12, Cha 12
Feats Awesome Blow, Improved Bull Rush, Improved Initiative, Power Attack
Skills Listen +11, Spot +11

Pounce (Ex) If a dragonne charges, it can make a full attack in the same round.

Roar (Su) A dragonne can loose a devastating roar every 1d4 rounds. Every creature within 120 feet must make a DC 15 Will save or become fatigued. Those within 30 feet become exhausted if they fail their saves.

In addition to its normal effects, a dragonne's roar causes stalactites and rubble to fall from the roof of the cave in a 60-foot cone in the direction the creature is facing. Anyone in the area must make a successful DC 15 Reflex save or take 2d6 points of damage from falling debris.

TACTICS

The dragonne zealously guards its privacy, viciously attacking anyone who enters the cave. The creature initiates its assault with a roar. In addition to its normal effects, the roar causes stalactites and rubble to fall from the roof of the cave in a 60-foot cone in the direction the dragonne is facing. If the PCs do not close with the dragonne before it can roar again, it does so before charging in the following round.

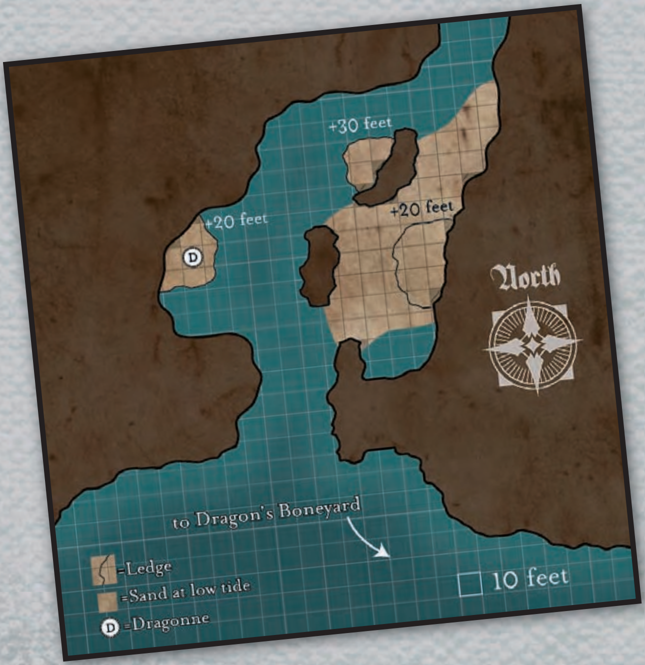
If the PCs are on a boat, the dragonne makes use of its Awesome Blow feat to knock them flying. Characters who fall into the water might take damage from razor coral (see Features of the Area).

FEATURES OF THE AREA

Illumination: Dim light fills the lion's maw during daylight hours, but there is no light in the cavern at night. The dragonne has low-light vision and darkvision out to 60 feet.

Razor Coral: Hidden reefs of sharp coral lie beneath the waters in and around the lion's maw. Any characters swimming in the area or knocked off their boat by the dragonne have a 25% chance per round of running into razor coral and taking 2d6 points of slashing damage.

Loose Rubble: These piles of rock and shattered stalactites appear unstable but are actually quite safe to climb. The pile to the east is where the dragonne conceals the treasure gathered from the explorers and shipwrecked sailors he has slain over the years. A DC 15 Search check reveals a platinum skull with emerald eyes (worth 600 gp), a black dragonscale eye patch studded with tiny rubies (worth 400 gp), and a small chest filled with 20 gp and 455 sp.



THE WHEEL OF FIRE

Encounter Level 7

SETUP

As soon as any one of the PCs climbs to the helm, the ship's bound fire elemental senses their presence. Though still bound to its shard, the creature has been driven mad by the pain resulting from the damage the shard took in the crash. At the expense of its own life, it is able to summon up the will to temporarily break free of its binding ring.

As the first character reaches the helm, read:

> *The circle of flame surrounding the airship suddenly surges with new life, glowing molten red. Its form begins to twist and writhe as it grows in size, then wrenches free of the binding ring. In midair, it rises in a vaguely humanoid shape 15 feet tall, smoldering eyes set above a jagged mouth of white-hot fire. With a scream, the elemental lurches toward you at terrifying speed.*

HUGE FIRE ELEMENTAL — CR 7

Monster Manual 98
hp 135 (16 HD); **DR** 5/—

N Huge elemental (fire, extraplanar)
Init +11; **Senses** darkvision 60 ft.; Listen +11, Spot +12
Languages Ignan
AC 19, touch 15, flat-footed 12; Dodge, Mobility
Immune fire
Fort +9, **Ref** +17, **Will** +7
Weakness vulnerability to cold

Speed 60 ft. (12 squares); Spring Attack
Melee 2 slams +17 (2d8+4 plus 2d8 fire)
Atk Options Combat Reflexes, burn
Space 10 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +24

Abilities Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11
Feats Alertness, Combat Reflexes, Dodge, Improved Initiative^{B}, Iron Will, Mobility, Weapon Finesse^{B}
Skills Listen +11, Spot +12

Burn (Su) Those hit by a fire elemental's slam attack must succeed on a DC 22 Reflex save or catch on fire, burning for 1d4 rounds. Anyone attacking the elemental with natural weapons or unarmed attacks also takes 1d6 points of fire damage and catches on fire for 1d4 rounds unless they succeed on a DC 22 Reflex save. A burning creature can take a move action to put out the flames.

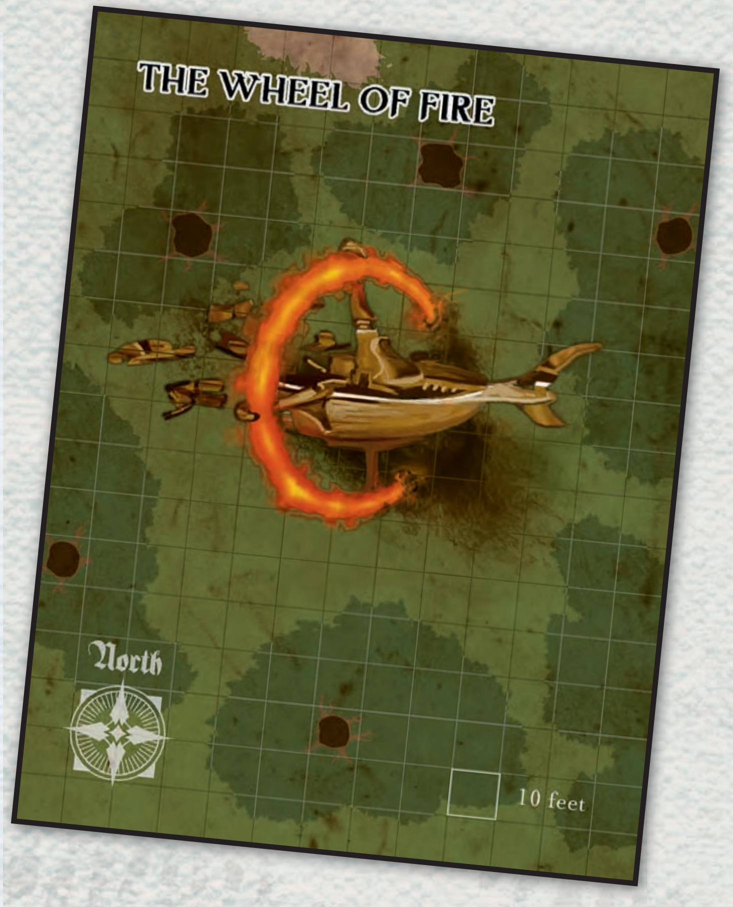
Creatures hitting the fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

TACTICS

The elemental attempts to burn the party to cinders with its slam attacks, using Mobility and Spring Attack to keep a safe distance away from characters capable of dealing cold damage. If a spellcaster strikes it with a spell that deals cold damage, the elemental immediately focuses its attention on that character. Driven mad with pain and rage, the creature fights until destroyed.

DEVELOPMENT

Any character who examines the dragonshard and succeeds on a DC 20 Knowledge (arcana) check understands that the shard is badly damaged, and the elemental bound to the ship must have been in agony. Anyone making a successful DC 15 Appraise check realizes that although the shard is damaged, it is still worth 2,500 gp. Extracting the shard from its housing chamber without breaking it requires a DC 25 Disable Device check. If the check fails by 5 or more, or if anyone attempts to remove the shard by any other means, it shatters and becomes worthless.



TANGLED WEBS

Encounter Level 10

SETUP

As the PCs pass through webbed cavern C5b, the tomb spider waits in hiding until they are past the web mummies hanging among the other corpses. Have the PCs make Spot checks against the web mummies' Hide check. The web mummies get a +10 bonus for being nestled among the area's web-wrapped corpses, for a total modifier of +11.

As the PCs enter the cavern, read:

> *Within this grim cavern, numerous humanoid and animal forms are wrapped tight in layers of silken webbing. Hanging from coarse web ropes, they twist in the steady breeze blowing in from the cave's entrance. Most are likely the members of some previous expedition fallen prey to the huge arachnid behind you.*

3 WEB MUMMIES, BASE CREATURE CR 4

Monster Manual IV 165
hp 29 each (4 HD); **DR** 3/—

NE Medium undead
Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +8, Spot +8

AC 20, touch 11, flat-footed 19
Immune webs, undead immunities (*MM* 317)
Fort +3, **Ref** +2, **Will** +5
Weakness vulnerability to fire

Speed 20 ft. (4 squares), climb 20 ft.
Melee slam +8 (1d6+9)
Base Atk +2; **Grp** +8
Atk Options enraged

Abilities Str 22, Dex 13, Con —, Int —, Wis 12, Cha 8
SQ adhesive, broodswarm host, undead traits (*MM* 317)
Skills Listen +8, Spot +8
Adhesive (Ex) A web mummy is extremely sticky. A weapon that strikes it is stuck fast unless the wielder succeeds on a DC 18 Reflex save. Creatures using natural weapons are automatically grappled if they fail the save. Pulling a stuck weapon or limb loose from a web mummy requires a DC 18 Strength check.
Enraged (Ex) If a web mummy's creator tomb spider is destroyed, the web mummy becomes enraged, gaining a +2 on attack rolls and damage rolls for the next 10 minutes.
Immunity to Webs (Ex) A web mummy's movement is not affected by webs, including those created by the *web* spell.
Broodswarm Host (Ex) Tomb spiders use their victims as hosts for their young. When a web mummy is destroyed, a tomb spider broodswarm (see below) is released from the corpse and can act in the next round.

3 TOMB SPIDER BROODSWARMS CR 2

Monster Manual IV 164
hp 22 (3 HD)

NE Tiny magical beast (swarm)
Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Listen +11, Spot +11

AC 17, touch 17, flat-footed 12
Resist half damage from piercing and slashing weapons
Immune swarm immunities (*MM* 315)
Fort +5, **Ref** +8, **Will** +4
Weakness swarm vulnerabilities (*MM* 315)

Speed 20 ft. (4 squares), climb 20 ft.
Melee swarm (1d6 plus poison)
Space 10 ft.; **Reach** 0 ft.
Base Atk +3; **Grp** —
Atk Options distraction, poison (DC 13, 1d4 hp/1d4 hp)

Abilities Str 7, Dex 20, Con 15, Int 1, Wis 16, Cha 2
SQ swarm traits (*MM* 315), tomb-tainted soul, webwalk
Feats Alertness, Iron Will
Skills Climb +13, Hide +11 (+19 in webs), Jump +2, Listen +9, Move Silently +7 (+15 in webs), Spot +9

Distraction (Ex) Any living creature that begins its turn with a broodswarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round.
Poison (Ex) Creatures affected by tomb spider poison are healed by negative energy and harmed by positive energy as if they were undead. This effect lasts for 1 minute after a failed save.
Tomb-Tainted Soul (Ex) A tomb spider broodswarm is healed by negative energy and harmed by positive energy as if it were an undead creature.
Webwalk (Ex) A tomb spider broodswarm can move across a tomb spider's webbing at its climb speed and can determine the exact location of any creature touching the webbing.

If the PCs do not initially spot the web mummies, read:

> *Suddenly one of the web-wrapped shapes alongside you lunges forward with two powerful arms.*

If the PCs see the web mummies for what they are, read:

> *Suddenly, one of the corpses shifts too erratically to be a result of the wind. With a sickeningly wet sound, the webbing around its head peels back to reveal a swollen face within. Its flesh writhes as it begins to shamble across the webbing toward you, quickly joined by two more corpses nearby.*

If the PCs do not spot the web mummies, the tomb spider attacks first. If characters attack the web mummies first, the tomb spider waits until that combat is done, content to take on weakened foes.

TOMB SPIDER CR 6

Monster Manual IV 164
hp 76 (8 HD); **DR** 5/good

NE Large magical beast
Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Listen +11, Spot +11

AC 19, touch 14, flat-footed 14
Fort +10, **Ref** +11, **Will** +7

Speed 30 ft. (6 squares), climb 20 ft.
Melee bite +12 (2d6+7 plus poison)
Ranged web +12 touch (entangle)
Atk Options poison (DC 18, 1d4 hp/1d4 hp)
Space 10 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +17

Abilities Str 21, Dex 20, Con 19, Int 3, Wis 16, Cha 18
SQ tomb-tainted soul, web
Feats Alertness, Improved Natural Attack (bite), Iron Will
Skills Climb +13, Hide +5 (+13 in webs), Jump +15, Listen +11, Move Silently +8 (+16 in webs), Spot +11

Poison (Ex) Creatures affected by tomb spider poison are healed by negative energy and harmed by positive energy as if they were undead. This effect lasts for 1 minute after a failed save.

Web (Ex) A tomb spider can throw a web up to three times per day. This is similar to an attack with a net but has a maximum range of 60 feet, with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement.

Tomb-Tainted Soul (Ex) A tomb spider is healed by negative energy and harmed by positive energy as if it were an undead creature.

As the PCs move past or defeat the last of the web mummies, read:

> *Suddenly the web around you begins to tremble. Out of the blackness ahead, a hideous spider the size of a horse scuttles forward, sighting on you with shifting, bulbous eyes.*

All three web mummies are hosts for tomb spider broodswarms.

When a mummy is slain, read:

> *Even as the web-bound creature drops, its writhing flesh is suddenly torn apart from within. A host of fist-sized, blood red spiders swarms around you.*

TACTICS

The web mummies are unsubtle opponents that attempt to savagely slam prey into submission. If the tomb spider is destroyed, the mummies focus their attacks on the character who slew their creator. The web mummies fight until slain.

The tomb spider possesses above-average cunning. By waiting for the PCs to move past the web mummies, it hopes that its spawn will take care of the party for it. Once engaged, it immediately attempts to cast webs at any foes who use ranged weapons or spells, then closes to flank if any PCs are still fighting the web mummies. The creature fights until slain.

FEATURES OF THE ROOM

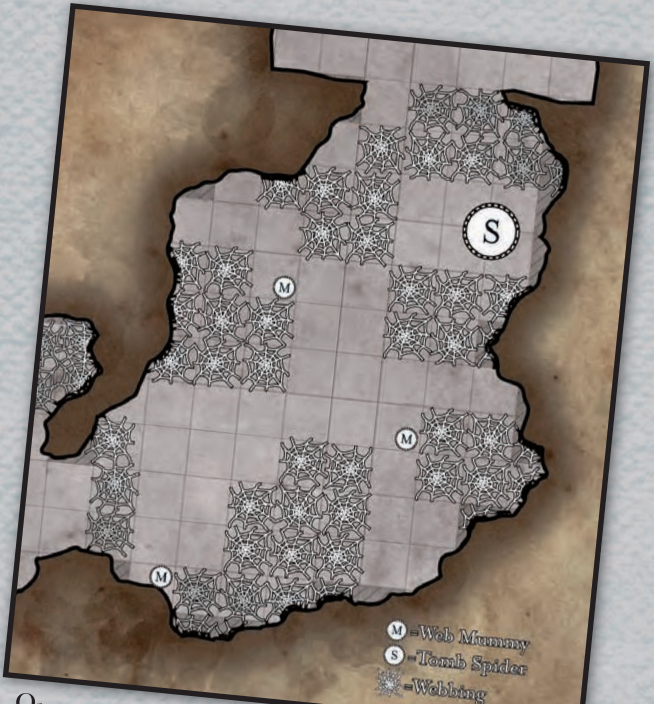
Illumination: There is no light in the cavern. The web mummies and the tomb spider have darkvision out to 60 feet and tremorsense out to 60 feet. The tomb spider broodswarms have darkvision out to 60 feet and low-light vision.

Webs: Characters can navigate the webbing in this area at half speed with a successful DC 10 Climb or Balance check. PCs attempting to move at more than half speed risk becoming entangled in the webbing (Reflex DC 15 avoids). An entangled character can escape with a DC 16 Escape Artist check or a DC 20 Strength check.

Although webs normally burn, the webs in these caverns are too wet to do so. However, the webbing can be hacked away. Each 5-foot area of web has 14 hit points and damage reduction 5/—.

In addition to the web mummies, two dozen other victims of the tomb spider (humanoid and animal alike) hang suspended from the ceiling. A DC 20 Search check finds a necklace of mother of pearl (worth 100 gp) hanging from the webbing binding one corpse.

Cavern Bottom: The cavern walls are rough stone (Climb DC 15) where they descend 40 feet beneath the webs. However, nothing can be found at the bottom but clean-picked bones.



One square = 5 feet

A tomb spider broodswarm first goes after the character responsible for killing its web mummy host, then attacks any creatures threatening the tomb spider. It fights until slain.

SPIDER'S LAIR

Encounter Level 5

SETUP

When the PCs enter the mouth of the webbed caverns C5a and C5b, have them placed on the map. The Huge monstrous spider lurking above them has total cover through a thick canopy of webbing, but it immediately senses and can pinpoint the position of any PCs touching the web. Give the Huge monstrous spider its surprise round before calling for initiative.

As soon as any character touches the webbing at the entrance to the area, read:

> *As you test the webs, rivulets of green water trickle down them to pool around your feet. The mass of thick sheet webbing gives way a bit but seems solid enough to hold you. Then sudden movement erupts above you, and the webs shred to reveal an enormous pair of mandibles framed by eight fist-sized bulbous eyes.*

HUGE MONSTROUS SPIDER CR 5

Monster Manual 289
hp 52 (8 HD)

N Huge vermin
Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +0

AC 16, touch 11, flat-footed 13
Immune vermin immunities (*MM* 317)
Fort +8, **Ref** +5, **Will** +2

Speed 30 ft. (6 squares), climb 20 ft.
Melee bite +9 (2d6+6 plus poison)
Space 15 ft.; **Reach** 10 ft.
Base Atk +6; **Grp** +18
Atk Options poison (DC 16, 1d8 Str/1d8 Str), web

Abilities Str 19, Dex 17, Con 14, Int —, Wis 10, Cha 3
Feats —
Skills Climb +12, Hide –1 (+7 in webs), Move Silently +3 (+11 in webs), Jump +4, Spot +4

Web (Ex) A single strand of a spider's web is strong enough to support its weight and one creature of the same size. This spider can throw its web eight times a day. This is similar to an attack with a net with a maximum range of 50 feet, and a 10-foot range increment. An entangled creature can escape with a DC 16 Escape Artist check or a DC 20 Strength check. Each 5-foot section of webbing has 14 hit poiints and damage reduction 5/—.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

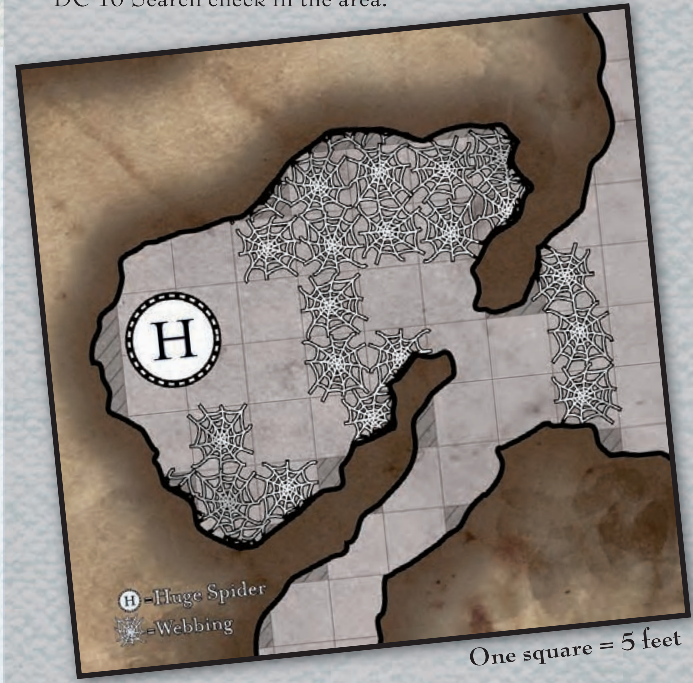
FEATURES OF THE AREA

Illumination: There is no light in the cavern. The monstrous spider has darkvision out to 60 feet and tremorsense out to 60 feet.

Webs: Characters can navigate the webbing in this area at half speed with a successful DC 10 Climb or Balance check. PCs attempting to move at more than half speed risk becoming entangled in the webbing (Reflex DC 15 avoids). An entangled character can escape with a DC 16 Escape Artist check or a DC 20 Strength check.

Although webs will normally burn, the webs in these caverns are too wet to do so. However, the webbing can be hacked away. Each 5-foot area of web has 14 hit points and damage reduction 5/—.

A number of victims (humanoid and animal alike) hang entombed in the spider's lair. One such victim dropped his masterwork mace before being slain. The weapon is suspended in the webbing and is located by anyone who makes a successful DC 10 Search check in the area.



TACTICS

Though it is unintelligent, the spider possesses a predator's cunning and instincts. It immediately attacks the first PC in the marching order, attempting to grapple and drag that character deeper into its lair. If it is successful, it saps the target's Strength with its bite before attacking the rest of the party. The spider fights until reduced to 10 or fewer hit points, then flees out the cave entrance and up the mountainside.

PILLAR LOCK

Encounter Level 8

SETUP

No immediate danger is apparent in this chamber when the PCs enter, so have the players locate their characters anywhere on the map. Nothing untoward happens until they determine how to activate the stairs hidden around the pillar.

THE PILLAR

The pillar rising from the room's center is covered with runes and carved with six ornate sigils, tantalizingly similar in form to the aberrant or augmented dragonmarks manifested by the altar in Kha'shazul. Angled flagstones around the pillar appear to be only decorative at first sight. It takes a DC 20 Knowledge (architecture and engineering) check for a character to realize that the stones are really stairs, and that the pillar somehow triggers their descent. This discovery grants a +5 bonus on Search checks made to find the mechanism.

A DC 15 Search check allows the PCs to notice a circular indentation beneath one of the sigils on the pillar. A DC 30 Search check made by a character with the trapfinding ability reveals the indentation and also indicates that activating the stairs arms a trap somewhere in the room.

With the help of the notes copied from Thraxis's corpse, a DC 20 Spellcraft or Use Magic Device check allows a character to understand the unlocking mechanism and discover the following facts: While touching the circular indentation, a character must expend one daily use of the spell-like ability gained from a new or augmented dragonmark in Kha'shazul. Doing so activates the stairs and opens the way to the tomb.

When the PCs activate the pillar, read:

> *Somewhere below the masonry, a series of soft clicks prefaces a louder grinding of stone on stone. The circle of triangular flagstones sinks into the ground, creating a spiral staircase surrounding the pillar and descending into darkness.*

Secretly make a DC 30 Listen check for the party. If the check succeeds, read:

> *Over the din as the stones lower into place, you hear an echoing click from above you.*

Once activated, the stairs descend into the entrance to area C7. Activating the stairs arms the falling ceiling trap.

FALLING CEILING TRAP

Above the stairwell, the ceiling is set to collapse. Pressure on the fourth or fifth step of the hidden stairwell causes the beams holding the ceiling in place to disengage. Unless the players tell you that their characters are specifically searching for traps or skipping certain stairs on the way down, the first PC in the marching order automatically triggers the trap.

Slabs of ceiling plummet down around the pillar, striking anyone on the stairs for 6d6 points of damage. A successful DC 20 Reflex save halves the damage. In addition, two gray render zombies located in hidden compartments above are freed by the ceiling's collapse, though they immediately take 4d6 points of damage from the fall into the room.

2 GRAY RENDER ZOMBIES **CR 6**
Monster Manual 267
hp 133 each (20 HD); **DR** 5/slashing

NE Large undead
Init –1; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 16, touch 8, flat-footed 16
Immune undead immunities (*MM* 317)
Fort +6, **Ref** +5, **Will** +12

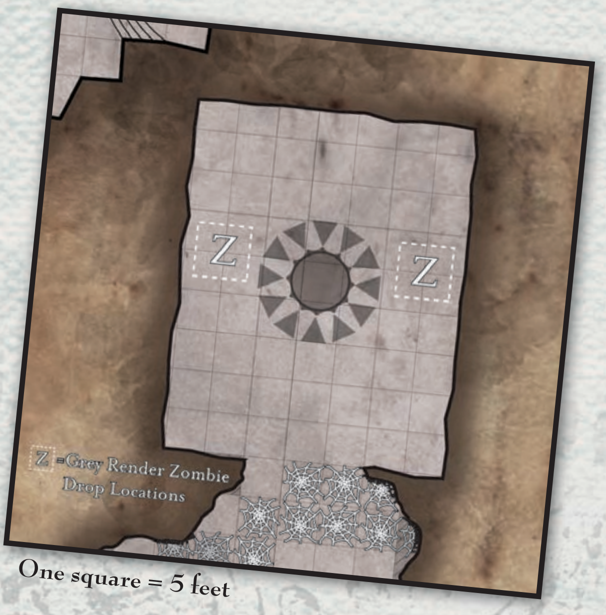
Speed 30 ft. (6 squares); can't run
Melee bite +18 (2d6+9) or
Melee slam +18 (1d8+12)
Space 10 ft.; **Reach** 10 ft.
Base Atk +10; **Grp** +23

Abilities Str 28, Dex 8, Con —, Int —, Wis 10, Cha 1
SQ single actions only, undead traits (*MM* 317)
Skills —
Feats Toughness
Single Actions Only (Ex) A gray render zombie has poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Falling Ceiling Trap: CR 7; mechanical; pressure trigger; no reset; falling stone; 6d6 damage, Reflex DC 20 half; multiple targets (all creatures on stairs); Search DC 25; Disable Device DC 30.

TACTICS

The zombies drop into the room after the ceiling falls, attacking any characters they can see. If all the characters descend the stairs, the zombies follow them. These gray renders were guardian creatures held in magical stasis that failed centuries ago. Now little more than mindless shells, they attack anything within reach and fight until slain.



One square = 5 feet

UNLEASH THE HOUNDS

Encounter Level 8–10

SETUP

Once any character interacts with the door at the north end of the corridor, have party members placed on the map. Immediately place two shadow mastiffs in the dark cages and roll for initiative.

2–4 SHADOW MASTIFFS CR 5

Monster Manual 222
hp 30 each (4 HD)

NE Medium outsider
Init +5; **Senses** darkvision 60 ft., scent; Listen +8, Spot +8
Languages understand Common

AC 14, touch 11, flat-footed 13
Fort +7, **Ref** +5, **Will** +5

Speed 50 ft. (10 squares)
Melee bite +7 (1d6+4)
Base Atk +4; **Grp** +7
Atk Options trip
Special Actions bay

Abilities Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13
SQ shadow blend
Feats Dodge, Improved Initiative, Track[B]
Skills Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8 (+12 tracking by scent)

Trip (Ex) A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Bay (Su) When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment (50% miss chance and an attacker can't use sight to locate the shadow mastiff). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

As the shadow mastiffs appear, read:

> *A low growl issues from the darkness around the cages, followed by the groan of metal on metal. Two enormous hounds whose forms twist and meld with the shadows step forward, their white eyes blazing in the darkness. Viscous spittle hangs from slavering maws that could easily close around a half-orc's head. With a terrifying howl, the creatures charge.*

NORTHERN DOOR

This relief-carved door is the only other exit out of the dark corridor.

> *This thick stone door is decorated with the image of four carved figures in banded mail, each holding a greatsword with the blade pointing down. The door bears a complex locking mechanism, with dozens of interlocking adamantine gears connected to fifteen seals along its seam.*

These locks can be bypassed only by a character making round-by-round Open Lock or Disable Device checks, most likely while the rest of the PCs try to keep the shadow mastiffs at bay. Only one character at a time can make checks to open the door, though up to two other characters can aid her.

A result of lower than 15 fails to open a seal, and also animates one of the carved dread guard figures depicted on the door. A result of 15–19 disengages one of the door's fifteen locks. A result of 20–24 sets some of the adamantine gears in synch, releasing three locks at once. A result of 25–29 skips an entire gear sequence, instantly unlocking five seals. A result of 30 or higher triggers a cascade effect that immediately unlocks all the remaining seals and opens the door.

Opening the last lock on the door deactivates the dread guards and the dark cages, even as it banishes any remaining shadow mastiffs. However, when the last seal is released, the huge stone door falls inward. Anyone standing in front of it must make a successful DC 10 Reflex save or take 4d6 points of damage and be pinned beneath it. A DC 25 Strength check is needed to lift the fallen door.

Relief Carved Stone Door: Hardness 10; hp 250; break DC 40; Open Lock DC as above.

FEATURES OF THE ROOM

Illumination: The magical darkness in the corridor absorbs all normal light and hinders the effectiveness of magical light. See area C7 on page 87 for details. The shadow mastiffs have darkvision out to 60 feet and can detect foes by scent (*MM* 314). The dread guards have darkvision out to 60 feet.

Dark Cages: These large cages of jet-black iron are potent summoning devices connected to Mabar, the Endless Night. The cages are triggered as soon as a character touches the northern door (most likely in the course of attempting to open it), at which point a shadow mastiff immediately appears in each open cage. The gates of the cages slide back to release the creatures, and they cannot be blocked or sealed shut by any means.

The cages conjure two more shadow mastiffs 6 rounds later, then automatically summon additional shadow mastiffs thereafter to replace any that fall in combat. As long as the northern door remains locked, four shadow mastiffs harry and attack the party. As soon as the lock on the northern door is released, the cages deactivate and any remaining shadow mastiffs are sent back to Mabar.

1–4 DREAD GUARDS CR 3

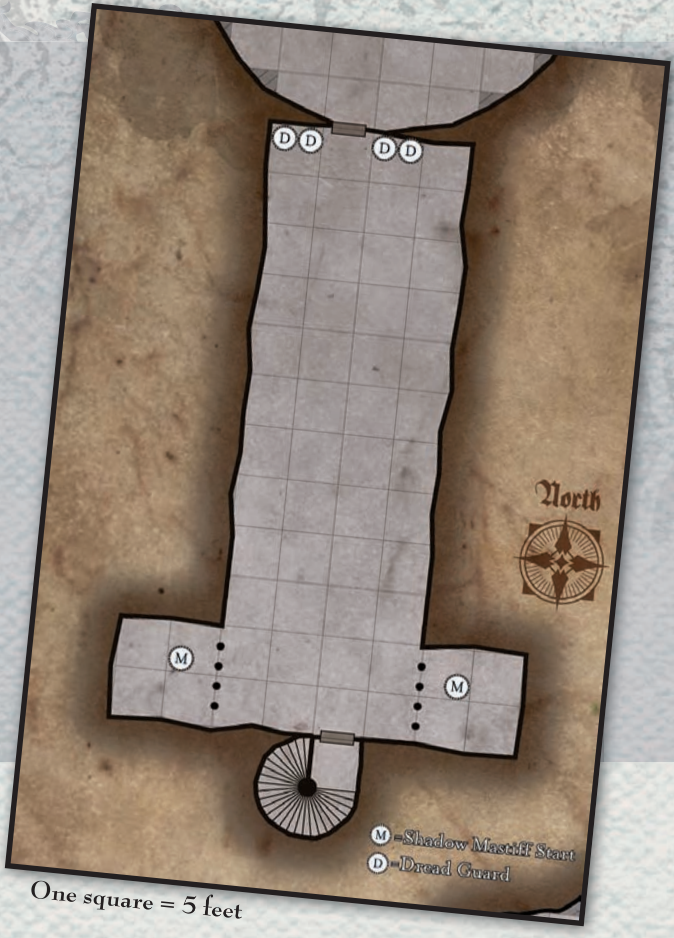
Monster Manual II 87
hp 47 each (5 HD)

N Medium construct
Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot +9

AC 16, touch 10, flat-footed 16
Immune construct immunities (*MM* 307)
Resist cold and fire 10
Fort +1, **Ref** +1, **Will** +2

Speed 20 ft. (4 squares); can't run
Melee greatsword +6 (2d6+4/19–20)
Base Atk +3; **Grp** +6

Abilities Str 17, Dex 11, Con —, Int 6, Wis 13, Cha 2
SQ construct traits (*MM* 307)
Feats Cleave, Power Attack
Skills Listen +1, Spot +9



One square = 5 feet

TACTICS

The shadow mastiffs bay as soon as they appear, then they charge the closest foe. Each makes judicious use of its trip attacks to hamper the enemy, and uses its Dodge feat against its most dangerous adversary.

The dread guards are unsubtle opponents with no sense of self-preservation. They focus their attacks on anyone attempting to unlock the northern door. The dread guards crumble and chip as they fight, leaving a trail of pebbles, dust, and grit.

SHADOWS RISING

Encounter Level 9

SETUP

As soon as a PC approaches within 5 feet of the shadow pool at the center of the chamber, have all the characters placed on the map. Place four shadows and their spectre master in the pool, then roll for initiative.

4 SHADOWS — CR 3

Monster Manual 221
hp 20 each (3 HD)

CE Medium undead (incorporeal)
Init +2; **Senses** darkvision 60 ft.; Listen +7, Spot +7

AC 14, touch 14, flat-footed 11
Immune incorporeal immunities (*MM* 311), undead immunities (*MM* 317)
Resist +2 turn resistance
Fort +1, **Ref** +4, **Will** +4

Speed fly 40 ft. (good) (8 squares)
Melee incorporeal touch +4 (1d6 Str)
Base Atk +1; **Grp** —

Abilities Str —, Dex 16, Con —, Int 6, Wis 12, Cha 13
SQ create spawn (*MM* 222), incorporeal traits (*MM* 311), undead traits (*MM* 317)
Feats Alertness, Dodge
Skills Hide +9 (+13 in shadow, +5 in bright light), Listen +7, Search +4, Spot +7
Strength Damage (Su) The touch of a shadow deals 1d6 Strength damage to a living foe. A creature reduced to Strength 0 dies. This is a negative energy effect.

SPECTRE — CR 7

Monster Manual 232
hp 45 (7 HD)

LE Medium undead (incorporeal)
Init +8; **Senses** darkvision 60 ft.; Listen +14, Spot +14

AC 16, touch 16, flat-footed 13
Immune incorporeal immunities (*MM* 311), undead immunities (*MM* 317)
Resist +2 turn resistance
Fort +2, **Ref** +6, **Will** +7

Speed fly 40 ft. (good) (8 squares)
Melee incorporeal touch +7 (1d8 plus energy drain)
Base Atk +3; **Grp** —

Abilities Str —, Dex 18, Con —, Int 14, Wis 14, Cha 15
SQ create spawn (*MM* 232), incorporeal traits (*MM* 311), undead traits (*MM* 317), unnatural aura (*MM* 232)
Feats Alertness, Blind-Fight, Improved Initiative
Skills Hide +14, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks)
Energy Drain (Su) Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. For each such negative level bestowed, the spectre gains 5 temporary hit points.

As the shadows appear, read:

> *Four ghostly black forms rise from the surface of the pool, their cowled faces hidden as they glide gently toward you. Behind them materializes a translucent gray figure in ceremonial robes, hollow sockets gaping where its eyes should be.*

This chamber once held a *consecrated* pool designed to offset the evil of the quori trapped in Jheamast's tomb (area C9). However, fifteen centuries of exposure to the quori's evil has defiled this place and attracted the powerful undead that now lair here.

TACTICS

The shadows concentrate their attacks on the weakest foes first, seeking to cull the enemy's numbers quickly. Each uses its Dodge feat against whichever foe seems likely to attack most often (including monks or any characters wielding two weapons).

The spectre attempts to destroy any clerics in the party, focusing its attacks on them in the hope that a party robbed of its healer will fall easier to the shadows' assault.

CONCLUSION

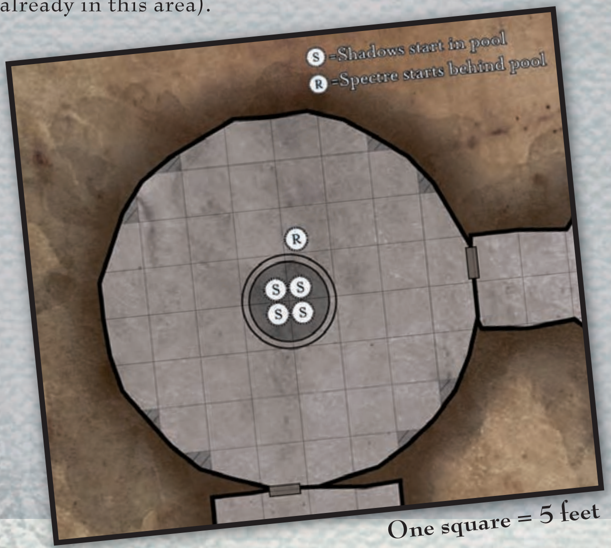
If the PCs successfully cleanse the fountain, award them 200 XP each.

FEATURES OF THE ROOM

Illumination: There is no light in the chamber.

The Shadow Pool: The black water within the pool is liquid shadow, impenetrable by any illumination short of a *daylight* spell. The pool's outer rim was once white marble, but has blackened to an obsidian sheen.

Any character who touches the water of the pool takes 1 point of Strength drain. The water and fountain can be cleansed with a *consecrate* spell (though this has no effect on the undead already in this area).



One square = 5 feet

NIGHTMARE MADE FLESH

Encounter Level 10

SETUP

When the PCs open the sarcophagus, the quori bound to this area with Jheamast senses their presence and summons up the strength to manifest in 1d4 rounds.

TSUCORA QUORI **CR 10**
EBERRON Campaign Setting 296
hp 105 (10 HD); **DR** 5/good

LE Large outsider (evil, extraplanar, lawful, psionic, quori)
Init +2; **Senses** see in darkness; Listen +4, Spot +17
Languages telepathy (100 ft.)

AC 26, touch 10, flat-footed 25
Immune fear, charm, *sleep*
Resist acid, cold and fire 10; **PR** 21
Fort +13, **Ref** +10, **Will** +13

Speed 50 ft. (10 squares)
Melee 2 pincers +16 each (2d6+7) and
4 claws +14 each (1d4+3) and
sting +14 touch (1d6+3 plus terrifying sting)
Space 10 ft.; **Reach** 10 ft.
Base Atk +10; **Grp** +21
Psi-Like Abilities (ML 10th):
1/day—*body adjustment* (heal 4d12 hp), *id insinuation* (up to 4 targets confused for concentration + 1 round, DC 19), *mindlink, psionic charm* (DC 19), *recall agony* (9d6 damage to single target, mind-affecting, DC 19)
3/day—*body equilibrium, far hand, inertial armor*†, *psionic scent*
† Already manifested
Abilities Str 25, Dex 13, Con 22, Int 17, Wis 18, Cha 18
SQ outsider traits (*MM* 313)
Feats Ability Focus (terrifying sting), Iron Will, Lightning Reflexes, Multiattack
Skills Autohypnosis +19, Bluff +17, Concentration +17, Diplomacy +21, Intimidate +18, Knowledge (the planes) +16, Knowledge (psionics) +18, Move Silently +15, Psicraft +18, Search +8, Sense Motive +17, Spot +21, Survival +4 (+6 on other planes)

See in Darkness (Su) A quori can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Terrifying Sting (Su) A tsucora quori's stinger conjures up the worst fears of any creature it strikes. The effect of the stinger is identical to a *phantasmal killer* spell (*PH* 260). On a successful sting attack, the victim must make a DC 23 Will save. If the save succeeds, the victim overcomes their fear and suffers no additional effect. If the save fails, the victim must succeed on a DC 23 Fortitude save or die of fright. Even if the Fortitude save succeeds, the victim still takes 3d6 points damage. This is a mind-affecting fear effect.

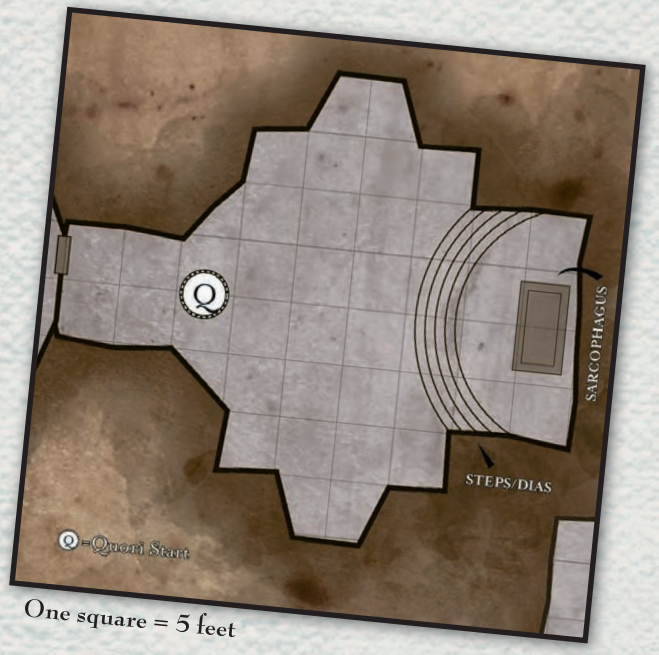
As the quori manifests, read:

> *A sudden chill threads the chamber, and with a hideous shriek, a creature born of nightmare manifests in the doorway behind you. Unblinking eyes and stunted limbs cover its chitin-plated torso, and its powerful claws and stinger-tipped tail thrash as it slithers toward you.*

TACTICS

Trapped in its mental prison for more than fifteen hundred years, the quori fights with savage ferocity. The creature first attempts to employ its *psionic charm* on the most powerful fighter in the party, then it moves to where it can make full attacks against as many PCs as possible. It uses its stinger against whichever character it believes to have the lowest Will save.

Because the quori remains bound within Jheamast's mind, it cannot use its own possession ability.



One square = 5 feet

DURA'S REVENGE

Encounter Level 9

SETUP

This encounter has all the trappings of a pirate battle on the high seas, but the Cloudreaver pirates themselves are there to provide the backdrop to the encounter. Begin the encounter with the PCs on the main deck of their ship, with Dura and her two boneclaw servitors about to board from their own vessel. A dozen Cloudreavers also attempt to board, though they will keep their distance from the obviously dangerous PCs. At the outset of each round, narrate the progress of the overall battle, which reflects the PCs degree of success when fighting the boneclaws and undead Dura.

DURA IR'MATELLAN — CR 7

Libris Mortis 103
hp 66 (6 HD)

Female gravetouched ghoul cleric 6 (Blood of Vol)
CE Medium undead (augmented humanoid)
Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Common, Draconic

AC 21, touch 15, flat-footed 16; Dodge, +2 against good creatures, cannot be touched by good summoned creatures
Resist +2 turn resistance
Fort +5, **Ref** +7, **Will** +9; +2 against good creatures

Speed 30 ft. (6 squares)
Melee bite +12 (1d6+3 plus paralysis) and 2 claws +10 each (1d4+2 plus paralysis)
Base Atk +4; **Grp** +5
Special Actions death touch 1/day (+12 melee touch, 6d6), rebuke undead 5/day (+4, 2d6+8, 6th), spontaneous *inflict* spells, ghoul fever, paralysis
Cleric Spells Prepared (CL 6th):
3rd—*animate dead* (CL 7th), *blindness/deafness* (CL 7th, DC 18), *vampiric touch*^{D} (2) (CL 7th) (+7 melee touch)
2nd—*aid*†, *command undead*^{D} (CL 7th), *hold person* (2) (DC 17), *sound burst* (DC 17)
1st—*bane* (DC 16), *divine favor*†, *protection from good*†, *ray of enfeeblement*^{D} (2) (CL 7th) (+7 ranged touch)
0—*cure minor wounds, detect magic, light, read magic, resistance*
D: Domain spell. Deity: Blood of Vol. Domains: Death, Necromancer.
† Already cast

Abilities Str 12, Dex 20, Con —, Int 15, Wis 20, Cha 17
Feats Combat Casting, Dodge, Multiattack^{B}, Weapon Finesse
Skills Concentration +9, Decipher Script +6, Diplomacy +7, Heal +11, Knowledge (arcana) +6, Knowledge (history) +8, Knowledge (religion) +5
Possessions *bracers of armor +3, amulet of natural armor +1*

Ghoul Fever (Su) Disease—bite, Fortitude DC 16, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex) Victims hit by Dura's bite or claw attack must succeed on a DC 16 Fortitude save or be paralyzed for 1d4+1 rounds. Elves are immune to this paralysis.

2 BONECLAWS — CR 5

Monster Manual III 17
hp 105 each (10 HD); **DR** 5/bludgeoning

CE Large undead
Init +8; **Senses** darkvision 60 ft.; Listen +15, Spot +15
Languages Abyssal, Common, Giant
AC 16, touch 13, flat-footed 12
Immune cold, undead immunities (*MM* 317)
Resist +2 turn resistance
Fort +3, **Ref** +7, **Will** +9

Speed 40 ft. (8 squares)
Melee 2 piercing claws +7 each (2d6+7)*
*Includes adjustments for Power Attack feat
Space 10 ft.; **Reach** 20 ft.
Base Atk +5; **Grp** +14
Atk Options Power Attack, reaching claws

Abilities Str 21, Dex 18, Con —, Int 14, Wis 14, Cha 19
Feats Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack
Skills Hide +13, Intimidate +17, Listen +15, Move Silently +17, Search +15, Spot +15
Reaching Claws (Ex) A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate).

As Dura reveals herself, read:

> *A woman in black leather armor steps from the shadows, her face shrouded by the cowl of her heavy leather cloak. Her rasping voice seems strangely familiar as she addresses you over the din of the ensuing combat. "You will forgive the intrusion, but since we are old friends, I thought I would make myself welcome." The woman then pulls back the cowl to reveal a grotesquely decayed face, with strips of shriveled flesh stretched across blood-weeping muscle.*
>
> *Despite the disfigurement, you recognize the creature, or at least recognize who it once was, as you recall the woman who led the Emerald Claw soldiers in Q'Barra and at the Vorgaard estate. The undead woman's lipless mouth spreads into a grin, revealing yellowed teeth filed to points. "As you can see, my great lady has punished me for my failure, as I now intend to punish you. Lady Vol plays a waiting game, but I am not so patient!"*

12 CLOUDREAVERS **CR 2**
hp 20 each (2 HD)

Male human fighter 2
CN Medium humanoid
Init +2; **Senses** Listen +1, Spot +1
Languages Common

AC 13, touch 12, flat-footed 11; Dodge, Mobility
Fort +4, **Ref** +2, **Will** +1

Speed 30 ft. (6 squares)
Melee mwk scimitar +5 (1d6+2/18–20) or
Ranged shortbow +4 (1d6)
Base Atk +2; **Grp** +4
Atk Options Point Blank Shot, Power Attack

Abilities Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8
Feats Dodge, Mobility, Point Blank Shot, Power Attack
Skills Climb +7, Intimidate +4, Jump +7, Listen +1, Spot +1
Possessions masterwork scimitar, shortbow with 20 arrows, *bracers of armor +1*, antitoxin, 2 tanglefoot bags, gaudy jewelry (50 gp), 27 gp

TACTICS

The same hubris that has seen Dura disobey Vol's orders has made her overconfident. Her undead powers have convinced the cleric that the adventurers who defeated her before are no match for her now. Having died once has made her fearless.

Once battle begins, Dura casts *blindness/deafness* on a wizard or sorcerer and *hold person* on fighter types. She employs *ray of enfeeblement* to thwart physical threats. Once in melee, she bites and tears at her enemies. If she is injured, she uses *vampiric touch* to regain lost hit points.

The boneclaws stay in hiding until the party attacks Dura. However, rather than enter melee immediately, they lash out at the cargo bay door controls (provoking attacks of opportunity) to drop characters standing on the doors into the darkness below. The boneclaws fight until slain.

The Cloudreaver pirates generally stay out of the way and are occupied with fighting the sailors on the PCs' ship. Occasionally one might run past a PC, provoking an attack of opportunity on its way to fight another ship defender. A character who focuses only on taking down Cloudreavers will likely have an easy time of it, and a stream of pirates continue to emerge from the Cloudreaver ship to do battle.

CONCLUSION

If the PCs search Dura, they find a parchment with encrypted orders. A successful DC 20 Decipher Script check reveals the broad terms of Vol's plan to force the party to Argonnessen, as well as Dura's orders to follow.

The Cloudreavers realize they are outmatched as soon as Dura and the boneclaws fall, at which point they hastily retreat to their own ship and try to disengage. If questioned, captured Cloudreavers relate that their ship was commandeered by the undead Dura, who had her boneclaws rend their captain limb from limb. This is a lie, as their captain was given orders to assist Dura in her search for the PCs. The captain has thrown off all insignia, however, and disguised himself as a normal crewmember. A DC 20 Sense Motive check detects the ruse, though the Cloudreavers are uncooperative at best. Efforts to get the correct information from them would require Diplomacy or Intimidate checks sufficient to provide a friendly attitude, though *charm person* or similar effects could also be successful.

If the captain is discovered and interrogated, he reveals that his orders came by messenger directly from Illmarrow Castle on Farlnen Island, the home of Lady Vol herself. He was to follow the PCs, and had stocked his ship in preparation for a long journey, possibly to Aerenal or even further to the dragon continent.

FEATURES OF THE AREA

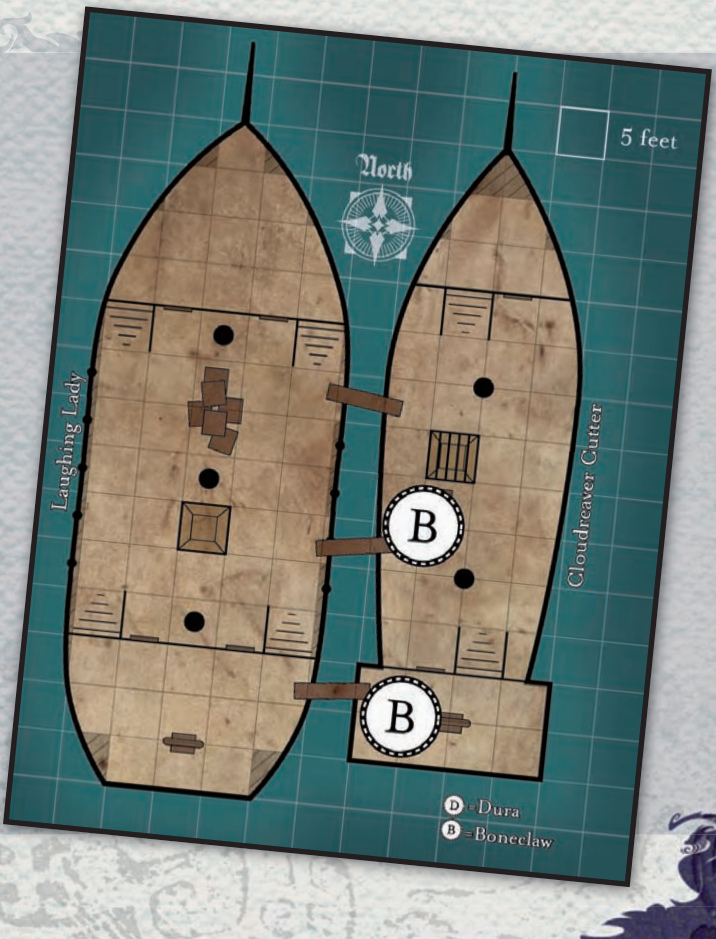
Illumination: Varies by time of day. Moonlight casts shadowy illumination over both ships at night. Dura and the boneclaws have darkvision out to 60 feet.

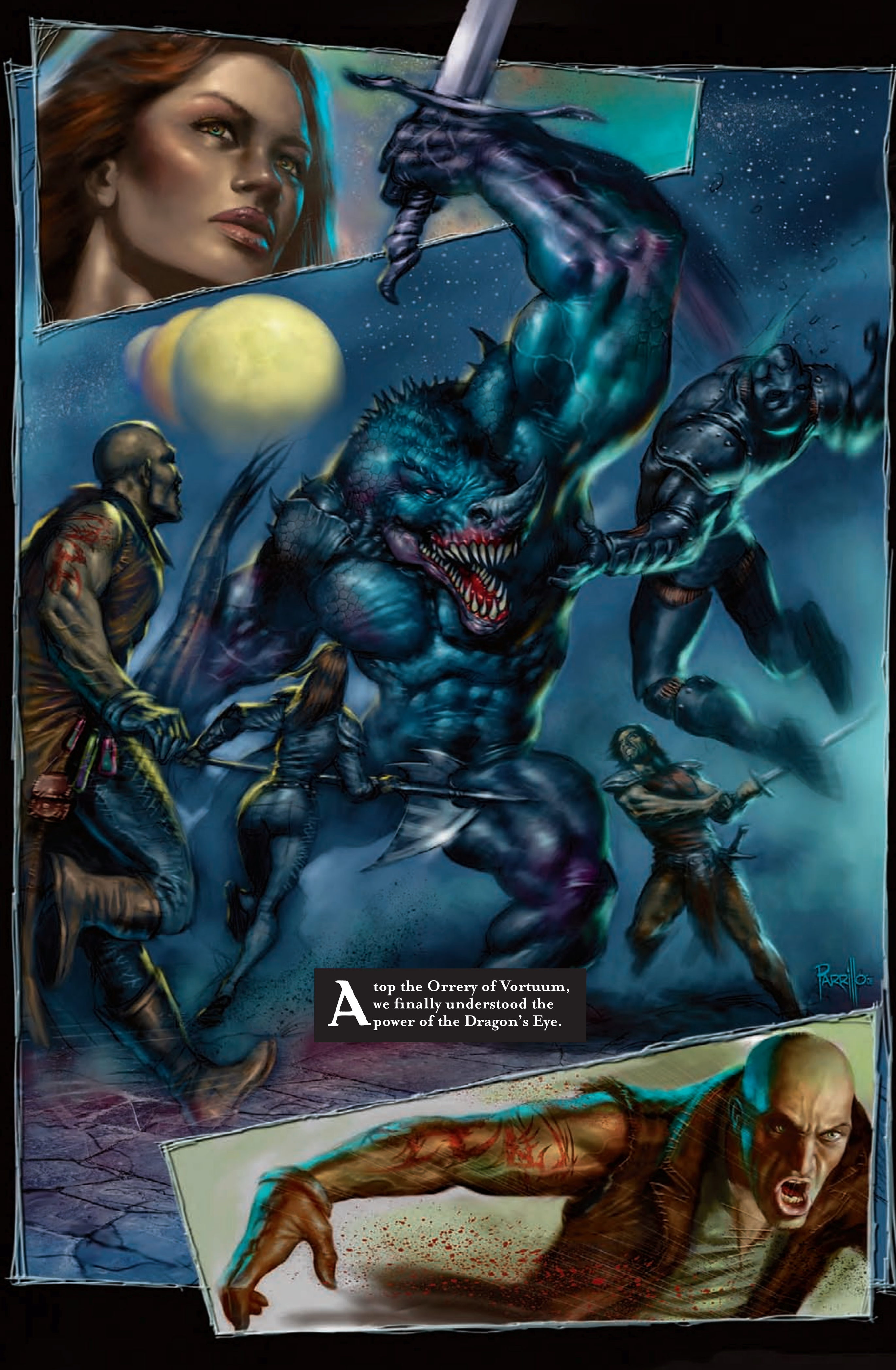
Cargo Crates: A number of netted cargo crates are strewn across the deck of the Cloudreaver cutter, filled with mundane goods. The two boneclaws have positioned these crates to give them cover as they stealthily wait to strike.

Cargo Bay Doors: These trapdoors open into the cargo bay below and are controlled from the deck. If they are opened, anyone standing on them must make a successful DC 20 Reflex save or plummet 20 feet to the floor of the cargo bay for 2d6 points of damage. The cargo bay is the width of the ship and 30 feet long, but it offers no access to the other lower decks. It takes a DC 15 Climb check to scale the rough walls of the bay.

Cargo Bay Doors: Hardness 5; hp 60; break DC 25.

Cargo Bay Door Controls: Any adjacent character can activate the controls to open or close the cargo bay doors. A quick-release winch that causes the doors to swing open suddenly can be activated as a standard action that provokes attacks of opportunity. A ranged attack striking AC 20 can activate the quick release winch from a distance. Closing the doors requires a creature to winch them up manually, a full-round action that provokes attacks of opportunity.




Atop the Orrery of Vortuum, we finally understood the power of the Dragon's Eye.

PART FOUR

THE ORRERY OF VORTUUM

In Part 3 of this adventure, the PCs uncovered the truth of the *Dragon's Eye*. The legendary artifact does not exist as a material relic, but as mystical power that has manifested in the characters themselves, directly tying them to the draconic Prophecy. The ghost of Jheamast told the party of the last physical remnant of the *Dragon's Eye*: its power source, secretly taken long ago to the abandoned draconic observatory known as the Orrery of Vortuum.

Jheamast also confirmed that the curse of the *Dragon's Eye* killed the rest of his party, but that exposure to the orrery reversed the effect in him. Further complicating matters, the characters have learned that their employer Sur'kil, secretly an agent of the draconic Chamber, has been captured and taken to Argonnessen. An attack by Dura ir'Matellan, cleric of Vol, hints that the lich queen's forces are responsible for Sur'kil's disappearance. All signs point to the dragon continent as the party's next destination.

In recent centuries, agents of the Chamber have searched endlessly for the *Dragon's Eye*—a legendary artifact whose power might spell doom for dragonkind. The dragons' goal is to relocate the artifact to a safe location somewhere in Argonnessen. However, what no one in the Chamber suspects is that the *Dragon's Eye* was located, destroyed, and secretly broken down by draconic agents before it was even completed.

At the end of the Age of Fiends, those agents returned the artifact's power source to Argonnessen to be hidden. They then destroyed all record of their activities. Their goal was to prevent any further research into the *Eye's* power or construction, even by accident—a goal thwarted when whispered rumors of the artifact inspired the Chamber to begin its search. Among those charged with locating the *Dragon's Eye* are the silver dragon Sur'kil and an ambitious blue dragon named Khurystas.

Unknown to his fellows on the council, Khurystas has his own motives for seeking the *Dragon's Eye*. Some twenty-six hundred years ago, his ancestors worked with House Vol on secret experiments to mingle the bloodlines of dragon and elf. Their goal was to unite both races and seek an end to their destructive conflicts. Instead, they managed to unite elf and dragon only in their revulsion for the abomination of the first half-dragon, Erandis d'Vol. When House Vol and all its bloodline were purged, Khurystas's ancestors maintained their loyalty to Vol and perished. Now, Khurystas carries on his secret heritage, secretly allying himself with the lich queen.

So far, few of Khurystas's Chamber assignments have run counter to Vol's goals. For decades, he has merely been another pair of eyes and ears in the lich queen's network of spies. However, when he passed along word of the *Dragon's Eye*, Vol's interest was piqued. Here was an artifact that might be used to control the dragons that betrayed her house, turning them against the elf nation that had slaughtered her line. As Sur'kil reported his progress, Khurystas relayed those reports to Vol.

Once a proud symbol of draconic study and knowledge, the observatory at Vortuum was a massive magic orrery. Its many sections and levels were designed to slowly spin around the tower's central axis, while orbs representing the planes and moons of Eberron circled in the sky. When frequent volcanic earth tremors in the area began to interfere with its operation, the great orrery was abandoned. Today, the rings of the upper observatory platform are the only sign of its former function.

When the dragons stole the power source for the fiendish *Dragon's Eye* away from Q'barra, they feared that any attempt to destroy it would unleash the destructive power of the unfinished artifact. Instead, they vowed to keep it hidden even from future generations of dragons, concealing it in the abandoned tower of Vortuum for all time.

For millennia, Vortuum has been protected by a rotating crew of draconic agents who believe themselves to simply be guarding an ancient historical site. However, as Khurystas began to dig deeper into Sur'kil's research, he uncovered the clues that had led the silver dragon to suspect the ancient orrery was the hiding place of the power source for the *Dragon's Eye*. Sensing that his time had come, the blue dragon recently managed to obtain a specific assignment from the Chamber—guarding the ancient Orrery of Vortuum and its secret prize.

As he settled into the abandoned tower, Khurystas began to fortify it against attack. Over the past few weeks, he has managed to establish control over the Bringers of Fire barbarian tribe and a pack of fire-spitting dracotaurs. For further security, he has ordered the Bringers of Fire to subjugate the other tribes in the region, a task the Seren barbarians have undertaken with great enthusiasm.

Through the help of agents within the Blood of Vol, Khurystas also managed to end the threat of Sur'kil's potential meddling by capturing the silver dragon and bringing him to the Orrery of Vortuum. He has not yet figured out how to deal with Sur'kil, and so keeps him trapped on the upper levels of the observatory.

This section brings the adventure to a close in a climactic showdown with Khurystas. As the final battle nears, the latent power of the *Dragon's Eye* within the PCs begins to draw upon the would-be artifact's power source, granting the characters mystical abilities that grow in intensity. To underline the party's place within the workings of the draconic Prophecy, three of Eberron's twelve moons begin a conjunction overhead as the party approaches the orrery. The three concentric disks seem to form a massive eye in the sky, staring down as the PCs finally solve the mystery of the *Dragon's Eye*.

THE JOURNEY TO ARGONNESSEN

Have the *Swiftwind* stop for a day to resupply at Regalport or the elf city of Pylas Talaear in Aerenal. Characters can take this opportunity to upgrade or restock their equipment using the spoils from Trebaz Sinara.

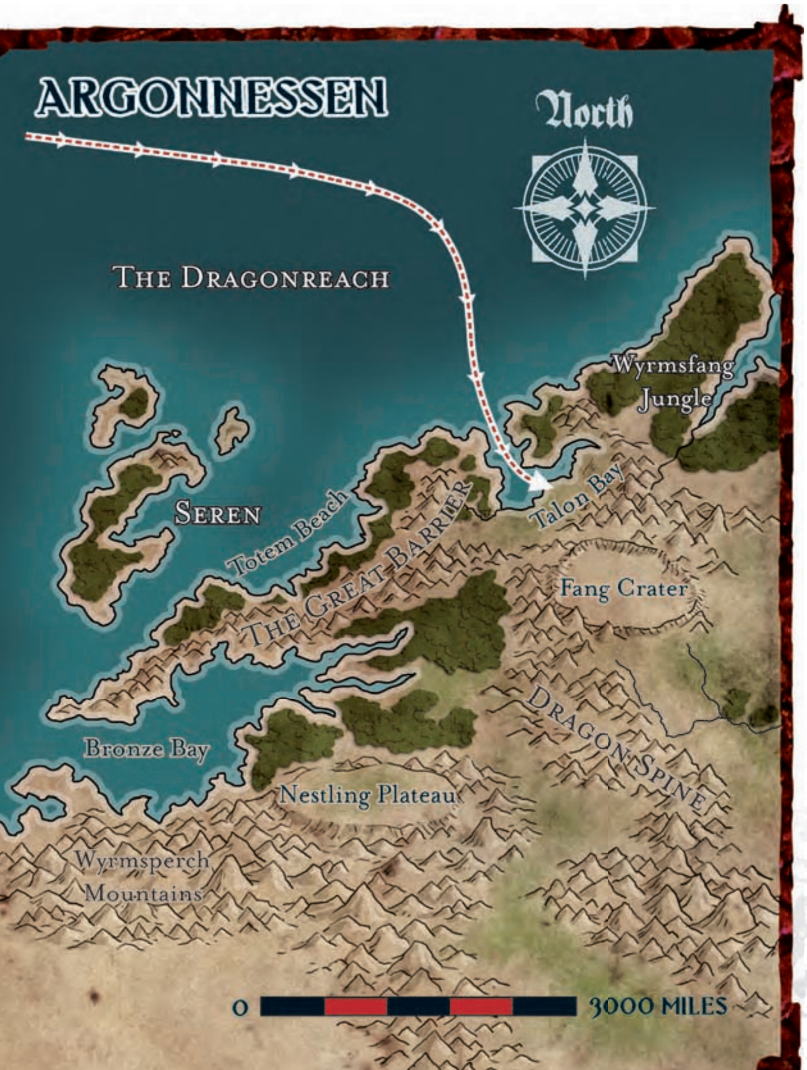
As they take up the gauntlet thrown down for them by Vol and begin the search for Sur'kil, the PCs in the *Swiftwind* set course for the shores of Argonnessen. Talon Bay is not as populated with Seren barbarian tribes as the Totem Beach region, and the galleon goes unnoticed on its journey south.

Feel free to montage the dangerous journey across the Dragonreach, including harrowing encounters with tempests, guardian sea drakes, and Seren longships. However, do not bother playing out any of these encounters unless you feel the PCs could do with more experience before taking on the dangers of the dragon continent.

D1: ASSAULT AT TALON BAY

It is just after dusk when the PCs' ship enters Talon Bay. Read:

Pale starlight shines down on enormous stone monoliths rising from the bay, each carved in the likeness of a gigantic dragon. A black wyrm's skull-like visage gazes down at your ship, so lifelike that it seems about to snatch the vessel up and swallow it whole. Farther on, a crested green seems to regard your approach with suspicion, and a smirking blue glares with malice as you sail past.



To the south loom the mountains of the Great Barrier, against which pale moonlight outlines dozens more draconic totems of tremendous size. As they have been throughout the journey, two of Eberron's moons are slowly closing in on a third as they sail across the sky. A conjunction is coming, and soon from the look of it.

In the star-soaked sky above the mountains, movement draws your eye. Winged shapes dance and soar in the darkness. Here there be dragons.

The three moons are Sypheros, Vult, and Zarantyr, corresponding to the Marks of Shadow, Warding, and Storm. These are the three dragonmarks represented by the ancient relics recovered from the Temple of Kha'shazul.

As the PCs draw closer to shore, read:

Not far from shore, a settlement of some kind sits nestled in the woods. Fires blaze there, and the village is obviously under attack. The sounds of skirmish and slaughter ride the wind along with the intermittent roar of horrible beasts.

As the *Swiftwind* drops anchor in deeper water, the party can head for shore in one of the galleon's small boats. Once the PCs reach the shore, they find themselves witnesses to a dracotaur raid on a White Wanderer outpost. By the time the party arrives, only one White Wanderer, a war chief named Daros Winterhammer, remains standing. Though he is a formidable warrior, he is fatigued after raging and cannot outlast the inexhaustible tide of dracotaur attackers. If the PCs do not intervene, he will fall.

Tactical Encounter: D1: Daros's Last Stand on page 112.

Development: The barbarian Daros Winterhammer stands nearly 7 feet tall, with a lithe, wiry frame and near-perfect ivory skin. A mane of white hair blends into a bushy beard of the same color, framing his cool blue eyes. An honored chieftain among his people, he greets the party respectfully once the fray is ended. The Seren tribes speak Argon and Draconic, but Daros knows Common if no one in the party speaks those languages.

In less tumultuous times, Daros would view newcomers with suspicion and disdain, but his world is gripped by upheaval. Even so, Winterhammer is curious about the party's intentions on Argonnessen. If they explain their wish to reach the Orrery of Vortuum, he shakes his head and says:

"You would never get close. I mean you no dishonor, as you have proven yourselves able warriors. But the observatory at Vortuum now lies surrounded by hundreds of Bringers of Fire. They are a wild tribe, far more bloodthirsty than my people. Even if you could cut a swath through their legions, you would face a multitude of these." The ivory-skinned warrior kicks a dracotaur corpse in anger. "My people were planning to attack the Bringers of Fire in reprisal for their recent raids on our villages, but now all is lost. . . ."

If the PCs make any attempt at diplomacy, Daros reluctantly reveals that his people have scattered after their totem (a powerful white dragon named Icewing) was downed and captured by the Bringers of Fire. Many of the tribe's warriors were taken prisoner, held with the dragon at a camp only a few hours away.

Daros is a proud man and does not beg for assistance. He is not above hinting, however, and as soon as he collects supplies from the ruined village, he announces that he is heading to the Bringers of Fire encampment to free his white dragon liege and the rest of his tribe. If the PCs offer to accompany him, he feigns hesitation, then says that perhaps he and the party can help each other.

If any of the characters reveal their dragonmarks, Daros cannot mask his awe. If anyone reveals that the party's new or augmented marks all come courtesy of the altar at Kha'shazul, the barbarian chieftain treats the characters with great reverence, referring to them as the chosen ones. In this case, Daros falls to one knee and begs their aid. If he is questioned as to why he is so impressed, the barbarian chieftain says:

"Your arrival has been prophesied by our elders. I am greatly honored. If you will aid me in freeing my people and our dragonkin, I will see you reach the tower of Vortuum. Ways can be found inside even the most secret of places."

When the PCs agree, Daros leads them inland to where the white dragon and his people are held.

Ad Hoc XP Award: As a story award for saving Daros Winterhammer, award the PCs 800 XP each.

D2: THE BRINGERS OF FIRE CAMP

Daros moves swiftly through the wild landscape of sharp craggy rocks and giant pine trees. He is impatient to reach the encampment, but slows for PCs who cannot match his grueling pace. The barbarian is happy to make conversation during the journey, and he can give the party information regarding the Stormwalkers and their reverence for Khurystas, who they have come to worship as an aspect of the blue dragon who founded their tribe. He can confirm that the dragon took command of the orrery a few weeks past, apparently with the consent of the other dragons, and that he has bent the dracotaurs and the Bringers of Fire to his will.

Daros can also give the party descriptions and a general sense of the abilities and tactics of Flame Chief Brogar Redhide (in this encounter), the Firetalon brothers (encounter V3) and Storm Master Vodane (encounter V4). Unless the PCs insult or ignore the barbarian, they should be able to obtain useful information for the battles to come.

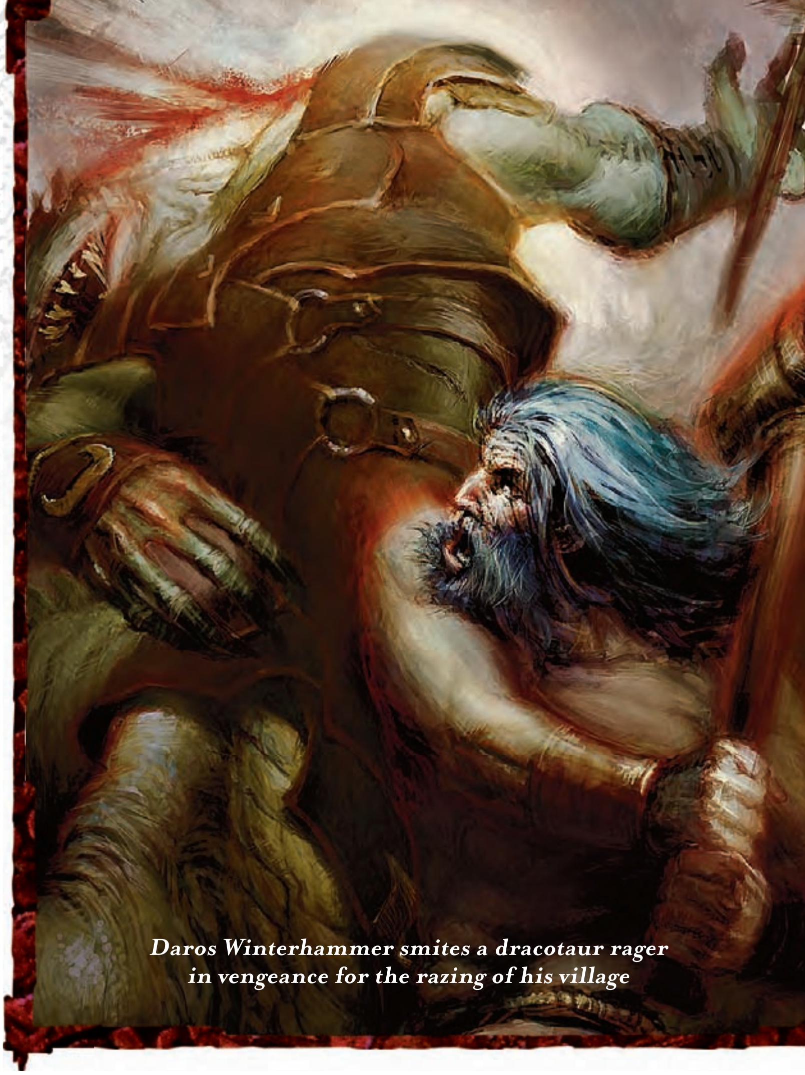
Once the party draws near the campsite, Daros turns taciturn and signals for silence. Any characters wearing heavy armor or incapable of stealth are commanded to remain back as Daros and the other PCs move up a ridge overlooking the encampment. Read:

Below, a bonfire lights up the floor of a wide canyon. Tents of stretched animal hides circle the fire. Several hulking humans laugh and drink in celebration of their recent victory, battleaxes at hand.

Not far from the carousing Bringers of Fire, three dracotaurs feast on the dismembered corpse of a White Wanderer, snatching at his innards and snarling at one another. At the north edge of the camp, a white dragon is chained and shackled between four huge posts, its once-glittering scales blackened by fire and marred by vicious wounds.

Heavy chains and a stout leather muzzle bind the dragon and keep it helpless. The eyes of the once-regal beast register only pain and rage. Nearby, a dozen White Wanderers lie tied to thick stakes, each bound hand and foot.

When the PCs arrive, twenty-four Bringers of Fire and three dracotaurs are camped below. With them is Flame Chief Brogar Redhide, the half-dragon commander of the Bringers of Fire. The condition of the camp suggests that a larger number of tribesfolk and dracotaurs were recently here, but signs can be seen of the larger host having moved off.



Daros Winterhammer smites a dracotaur rager in vengeance for the razing of his village

The PCs are free to assault the encampment any way they see fit. Let them enjoy planning the attack and getting the drop on the enemy. However, if they take too long, the dracotaur ragers turn their attention from the already dead White Wanderers to the live tribesfolk.

Tactical Encounter: D2: The Liberation of Icewing on page 114.

Development: If the party captures Flame Chief Brogar alive, he refuses to talk and attempts to attack or escape at the earliest possible opportunity. Magical compulsion can force him to reveal the positions of the Bringer of Fire forces around Vortuum, aiding Daros and the PCs in planning their approach to the observatory.

If Icewing survives, the freed dragon bends his crested brow in thanks to the party. The White Wanderers freed from their bonds are also grateful. Icewing issues commands to several White Wanderers, who vanish into the woods. Within a few hours, each returns with dozens more in tow. With their dragon totem freed from captivity, the White Wanderers are eager to do battle against their hated enemies.

Daros immediately sends out scouts to gather information on the Bringers of Fire, then reveals his plan to the PCs. "We will face them in honorable battle as the dragon kings of old. We will overrun their lines and crush them."

The White Wanderers' attack will aid the PCs by distracting the Bringers of Fire and the dracotaurs. The party must then make a careful run to the edge of Fang Crater and into a cave system Daros knows. This leads up into the lower levels of the orrery. He hopes that the relief force guarding the caves will be drawn away by the White Wanderer assault, leaving the way into the observatory free and clear.

Ad Hoc XP Award: Award each PC 500 XP for freeing Icewing.

D3: APPROACHING THE ORRERY

The Orrery of Vortuum sits atop the lip of the vast Fang Crater. No vegetation grows upon the crater walls, and only the occasional boulder gives any degree of cover.

As you make your way along the edge of the dwindling forest, you see the host of the Bringers of Fire and the Stormwalkers spread out before Fang Crater. The lines of the still-distant observatory are barely visible in the gathering gloom. The sky is darkening, a thunderstorm brewing—a bad one, by the look of it.

At this point, the party breaks off from the White Wanderers, who continue along the treeline and are soon gone from sight. For a short while, the PCs lie in wait, holding until the White Wanderer assault begins. When the players are ready, read:

From the sky above the crater, a flash of lightning and a rumble of thunder herald the coming of the storm. At the same time, a distant roar and the sounds of metal on metal erupt from below. You see the forces of Icewing and the White Wanderers smash into the Bringers of Fire and the Stormwalkers where they block access to the observatory. The white dragon is merciless as it mows through the enemy ranks, and you can see Daros in the vanguard. The forces between you and the crater are on the move, racing for the battlefield and leaving your path clear.

Even with the barbarians pulled away, the approach is guarded by a number of bluespawn burrowers—foul draconic creatures of Khurystas's blood. The burrowers wait beneath the surface of the open crater floor, ready to pounce on any unsuspecting intruders.

Tactical Encounter: D3: Running the Gauntlet on page 116.

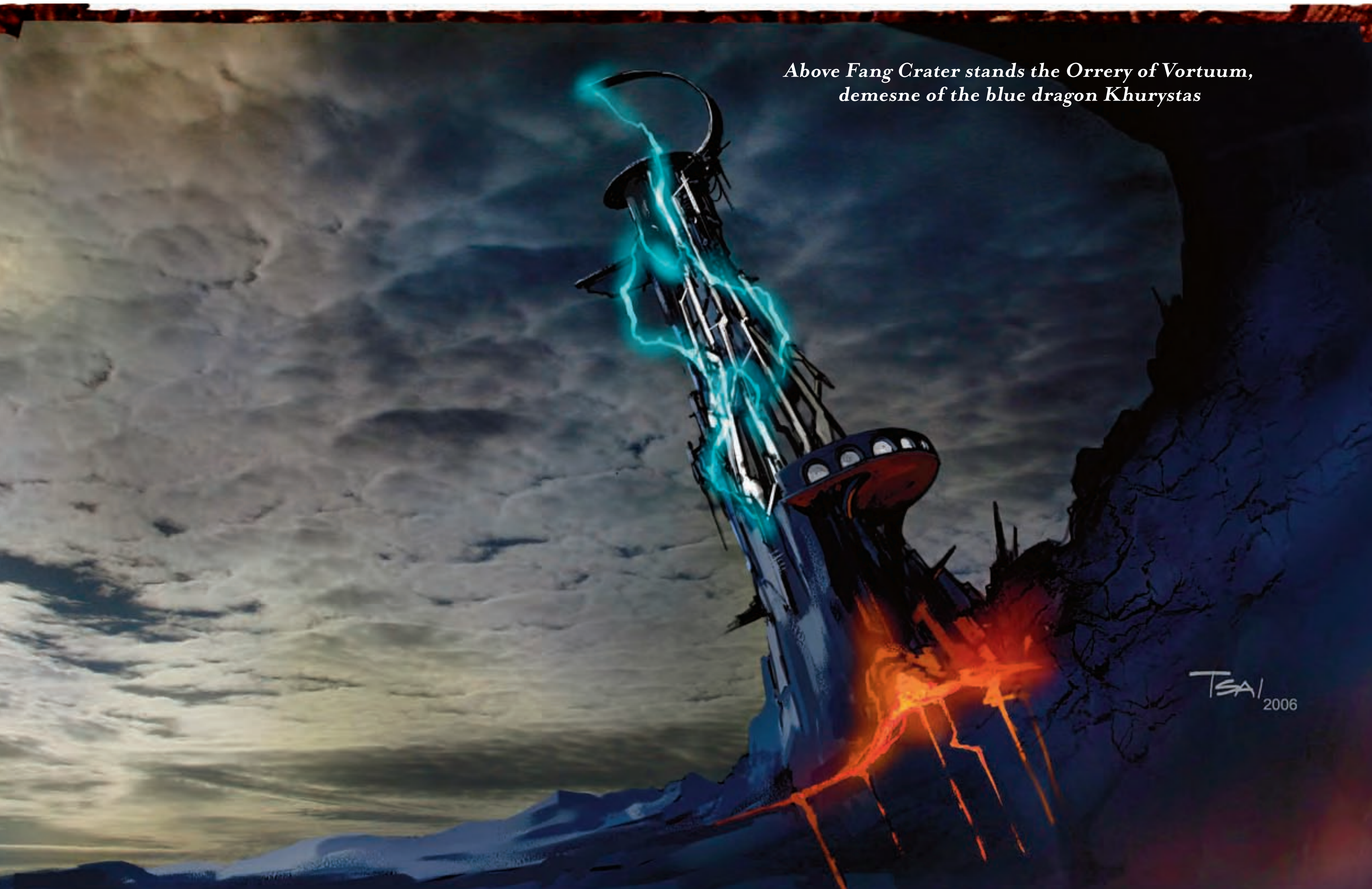
D4: THE ORRERY OF VORTUUM

After the PCs deal with the burrowers' ambush, they catch their first close-up sight of the observatory in the distance. Read:

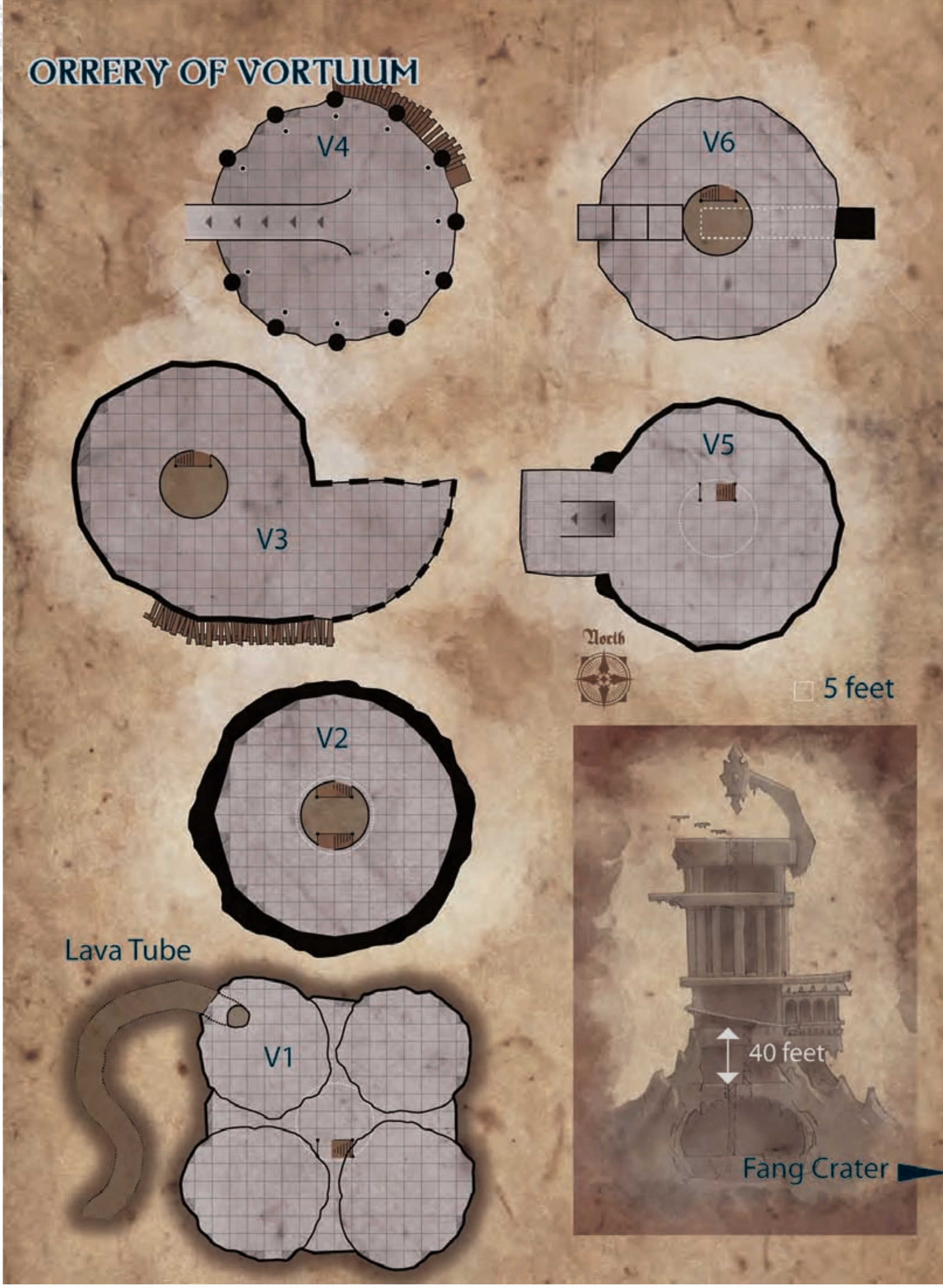
Like a misshapen black fist punching up into the equally black sky, the abandoned Orrery of Vortuum rises from the ridge top along the crater's northern rim. Iron spires like cage bars run vertically along the outside of the middle levels of the great observatory, open to the air. At the top of the structure, they merge into a metal lance that scrapes the sky above. Lightning strikes its tip as you watch, thunder crashing down on you only moments later. The top level is a series of interlinked observation platforms left open to the wind and rain.

The wide rocky base of the observatory drives into the mountainside at the root of the rocky ridge. As the rain begins to fall, you see a darkened opening in the rock wall—a cave leading inward and up.

At the base of the cave in the crater wall, the party finds scattered piles of bones, teeth, and refuse—offal produced by the residents of the observatory above. Since their arrival, Khurystas's minions have used the



Above Fang Crater stands the Orrery of Vortuum, demesne of the blue dragon Khurystas



shaft as a disposal chute for garbage and the occasional remains of sacrifice victims.

Flying magic or a DC 15 Climb check allows PCs to ascend the shaft. As the PCs approach the top, the shaft gives way to a hewn cylinder rising into area V1.

A dragon observatory normally has no stairs or ladders within it, with the great dragons flying from level to level. However, the Stormwalkers and the Bringers of Fire have had to create stairs and ramps for their own use. All are of recent construction and quickly put together, though they are sturdy enough.

V1: THE BATHS OF VINDICATION

As the party emerges from the lava tube, read:

This four-part chamber is some 80 feet across, with walls of smooth volcanic stone. The tunnel you ascended appears to be a dormant lava tube. The rock-hard layer of dried mud that covers the floor hints that this place might once have been the site of a volcanic mud spring. A large hole in the ceiling opens onto another level above, but a recently constructed flight of stairs leads up.

Ancient dragon astronomers once took their leisure in this area, contemplating the Prophecy in giant baths of volcanic mud. The drainage system has become the tunnels through which the PCs enter. The chamber is currently empty.

V2: DRAGON'S LAIR

As the party ascends the stairs, read:

A distant gleam catches your light as you ascend into this circular chamber. Uncountable coins and shining relics are strewn from wall to wall. You stand in a dragon's hoard.

This enormous cavern is where Khurystas takes his respite. The blue dragon is currently outside dealing with Icewing and the White Wanderer host. His hoard is left unguarded.

Treasure: Within the cavern is a pile of tens of thousands of coins. This mound conceals other treasures hidden within, including long-lost paintings of Sarlonan artists, jewel-encrusted chalices, and more than a few magic trinkets. The total value of all nonmagical items (including coins, gems, and art objects) is 26,400 gp. Sorting through the hoard will take hours, if not days, but a few magic items lie in prominent positions atop the pile. These include a *lesser ring of artifice* (*Magic of Eberron* 110), a +2 *holy longsword*, a *staff of abjuration* (23 charges), a *hand of glory*, a *helm of comprehend languages and read magic*, and an *infinite scrollcase* (*MoE* 109). This case currently holds four spell scrolls, each with one spell of 2nd–4th level, as appropriate to the needs of a PC spellcaster.

Feel free to replace any of the above items with magic you think the party might need to face the remaining challenges in this adventure. Items and maps that might serve as campaign backstory or hooks for future adventures can also be placed here.

V3: HALL OF EARTHLY OFFERINGS

In millennia past, draconic priests made ceremonial offerings before ascending into the orrery above. Now this chamber houses supplies and weapons for the Bringer of Fire horde camped outside the observatory. When the PCs ascend to this level, read:

With a 40-foot ceiling, this spacious chamber is sized for use by the largest dragons. The ceiling's center is open, and the sound of lashing rain and thunder echoes above.

Crates, casks, and mostly empty weapon racks line the walls of this chamber. At the far end, two massive bronze cauldrons carved with ancient Draconic runes belch foul black smoke into the air.

The Firetalon brothers await the party here. Though their troops wage battle against the White Wanderer forces outside, Vorgrey and Teldros are commanded by Khurystas to keep vigil over the orrery. The dragon is not aware of the party's incursion, but the brothers are more than ready for any intruders.

Tactical Encounter: V3: Chieftains of the Axe on page 118.

Development: If they are captured alive, the brothers scoff at any attempts made to jointly interrogate them. However, if the PCs threaten to kill one of the brothers, the other relents and offers to tell them anything they want to know. The brothers do not know Sur'kil by name and do not recognize any description of him in his human form. However, they do know that Khurystas holds a silver dragon prisoner in an upper level they refer to as the Chamber of the Eye. In addition, the brothers are familiar with Storm Master Vodane and Khurystas, and they know that the blue dragon is planning some sort of event related to the Prophecy. They can answer any general questions about these foes.

If one brother was slain in battle, the other refuses to aid the PCs in any way. He demands that they kill him—preferably by casting him into one of the burning incense braziers so that his soul can be purged from his body by holy fire.

V4: HALL OF CELESTIAL TEMPERANCE

As the PCs enter, read:

The wind sweeps through this open-air chamber, enormous iron pillars lining the treacherous parapets like the bars of a cage. Lightning and thunder crash directly overhead, electricity crackling around the perimeter of the chamber. At random intervals, bursts of jagged lightning surge across the room, arcing from pillar to pillar.

Within the chamber, a raised dais stands. Four men in simple blue robes are seated on it as if in meditation. One of them, a hunched and aged human, struggles to his feet with the help of a wooden staff. "Welcome travelers. Please enter . . . but mind the lightning." To the side of the old human, a massive rhinolike beast with the head of a blue dragon rests on all fours, eyeing you warily.

Here is where the dragon lords of bygone days bathed in the power of the heavens. By doing so, they sought to cleanse themselves of weakness and imperfect thoughts before ascending to the star chamber or the observatory platforms.

Now this chamber is a sacred temple kept by the Stormwalkers, a powerful band of Seren tribesfolk who have come to worship Khurystas as an aspect of the blue dragon who created their tribe centuries before. The Stormwalkers have forsaken the rage and fury of most Seren tribes in favor of cultivating a monastic tradition. By emulating the dragons in all things, they hope to raise themselves beyond human limits.

Their leader is a venerable monk named Storm Master Vodane. He leans heavily on his quarterstaff and feigns a limp; in truth, the old man is a deadly warrior. Vodane keeps counsel here with three devoted pupils. The Storm Master plays up his role of aged philosopher and hermit sage, and he is happy to engage in pleasantries with the party. However, if they attempt to pass through the chamber toward the stairs beyond, he moves to stop them.

If the PCs engage him in conversation, Vodane offers to teach them the secrets of the Prophecy:

"We are like storms raging without purpose. No human can attain draconic wisdom without seizing control of the tempest within his heart and mind and channeling it for a greater purpose."

Vodane tries to convince characters to throw down their weapons and join him in devotion to Khurystas, promising them inner peace if they do. If Daros Winterhammer provided the PCs with information about Storm Master Vodane, they know that the old man has a reputation as a deadly warrior.

Tactical Encounter: V4: Stormwalker Showdown on page 120.

Development: If Vodane is captured alive, he is impressed but ultimately unafraid. He humbly states: "I am but a mortal man. Above, you face a winged god of the storm. You will not succeed. You will perish in lightning. I feel great sorrow for you."

V5: STAR CHAMBER

When storms clouded the stars, the dragons of old would retire to this impressive domed hall. Its potent illusion magic allowed them to study the night skies of Eberron regardless of weather. As the PCs ascend, read:

It appears that you have ascended to an open-air platform, the night sky visible above. Somehow the storm has ceased, the clouds dispersed. Even as you stare around you, though, the rumble of thunder can be heard from above.

A large black crystal orb at the center of the room controls the illusory sky. This chamber is home to a servant of Vol, an old and dangerous dread wraith now under Khurystas's command. The blue dragon does not trust the restless soul, and believes (correctly) that Vol has left the wraith here to spy on him.

The blue dragon also fears that the creature might attempt to amass an army of wraith spawn within the dragon's own stronghold in case relations between Khurystas and Vol should sour. Accordingly, the wraith was ordered to guard this chamber instead of joining the fray below, where it might create a sizable force of wraiths from fallen foes.

Tactical Encounter: V5: Night Sky on page 122.

V6: CHAMBER OF THE EYE

When the party ascends to this area, read:

This enormous chamber is open to the elements, though housings for a modular dome suggest that it was once closed off from the weather. Like giant steps, observation platforms rise around you. A cage of glowing force sits to the west atop the highest platform, a silvery shape held within.

To the north, the high platform is lit by shimmering light. A strange orb of multihued metal floats gently above the floor there, humming softly as it pulses with a strange prismatic energy.

When this great observatory was abandoned shortly after the harrowing war with the fiends, a cabal of ancient dragons brought the power source of the incomplete *Dragon's Eye* here. They believed the *Dragon's Eye* to be a doomsday weapon created by the fiends for use against dragonkind. However, after centuries of study, they could find no way to discern its true powers. They chose to conceal the power source within Vortuum, creating a hiding place that none would disturb.

The truth is that the orb is nothing more than a focus—a channeling device for the *Dragon's Eye*. Long thought to be a separate artifact, the *Eye* was actually the process of transformation the characters underwent at the Temple of Kha'shazul. The orb is fixed in position and virtually indestructible. It resists any attempts by the PCs to move or damage it.

Sur'kil, now in his silver dragon form, is trapped within a *forcecage* on top of one of the platforms. He lies unconscious, subdued by Khurystas's minions.

FINAL SHOWDOWN

As the PCs move out across the chamber, be sure to describe the pitched melee below the orrery. There, the White Wanderers face the Bringers of Fire, the Stormwalkers, and the dracotaurs in a brutal and bloody conflict. The blue dragon Khurystas circles above the battlefield, but notices the PCs as soon as they step out into the Chamber of the Eye. With a terrible roar, the blue dragon wheels and heads directly toward the orrery to attack.

At the same time, the storm clouds above split to reveal three moons—Sypheros, Vult, and Zarantyr—beginning to cross paths. Second by second, the lunar disks overlap, until all three moons are perfectly aligned during the climax of the battle with Khurystas.

Once the blue dragon is defeated, the final opponent is revealed. The magic of the *Dragon's Eye* power source, combined with the focus of the lunar conjunction and the latent magical energies within the PCs' dragonmarks, causes the *Dragon's Eye* effect to come fully to life even as it consumes itself. The power source explodes, and though it summons but a fraction of the potential power of the *Dragon's Eye*, it is enough. Atop the platform, a bluespawn godslayer sets its sights on the PCs.

Tactical Encounters: V6A: Wrath of Khurystas on page 124 and V6B: Spawn of Khurystas on page 126.

Development: Once Khurystas and the godslayer are defeated, the PCs can revive the silver dragon, who reveals himself to be Sur'kil. He is grateful for the characters' assistance and offers to take them back to their ship in Talon Bay. He fills the party in on any remaining details regarding the *Dragon's Eye*, the Chamber's involvement, and the duplicitous nature of the blue dragon Khurystas.

Conclusion: Even as the *Dragon's Eye* power source fed its energies into the PCs' dragonmarks (see the tactical encounters for more information), its presence normalized those marks. This leaves characters with the powers they gained in Kha'shazul, but prevents them from falling prey to the same fate as Jheamast's party. After investigating the PCs' marks, Sur'kil confirms this. The party's dragonmarks function normally thereafter.

As the PCs return to their ship, and ultimately to Khorvaire, this adventure comes to a close.

CONCLUDING THE ADVENTURE

Following the defeat of Khurystas, the Bringers of Fire and the Stormwalkers are overwhelmed by the White Wanderers and quickly disperse. The last remnants of the *Dragon's Eye* are no more, though the PCs continue to bear their dragonmarks as a constant reminder of their adventures. The Chamber is grateful for the PCs' success on this mission, and the dragons give each party member a special item particularly suited to that individual. For each character, choose a suitable item or an enhancement to an existing item, with a value up to 20,000 gp.

Though this adventure is over, another is likely not long off. The PCs have made powerful enemies in the course of solving the mystery of the *Dragon's Eye*, and they can look forward to future encounters with the Blood of Vol, the Cloudreavers, or Figlamn, former warden of the slave mines beneath Dreadhold. They might even see Khurystas again in the form of a dracolich, or the Chamber could seek their assistance in uncovering other secrets from the Age of Demons.

Alternatively, the PCs might decide to undertake a treasure-hunting expedition of their own, returning to Trebaz Sinara to find legendary pirate loot. Motivated by Jheamast's story, they might even find themselves traveling to the strange land of Sarlona, taking up his cause against the quori. This is Eberron, after all. If characters don't go looking for adventure, the adventure will almost certainly come looking for them.

The Better Part of Valor

Battered as they are likely to be after defeating Khurystas, the PCs might be unable (or simply unwilling) to go after the godslayer immediately. If additional melee firepower is needed, feel free to bring Daros Winterhammer and a party of White Wanderers up the stairs to lend a hand. (With Khurystas defeated, the Stormwalkers and Bringers of Fire break and flee. For the White Wanderers, use the Bringers of Fire barbarian statistics from encounter D2 on page 114.)

Likewise, Sur'kil can revive early, end his imprisonment, and leap into battle. If necessary, let the silver dragon take the godslayer down a notch to make a challenge more suitable for the PCs in their current state. Sur'kil should then be quickly struck down, giving the party an incentive to come to his aid.

Should the party elect to simply flee from the godslayer, the creature begins to rampage through Argonnessen, getting more powerful with each dragon it slays. If the PCs do not choose to go after the creature once they are rested and healed, the dragons of the Chamber turn against the characters, ordering them to eliminate the godslayer or face their wrath. At your discretion, the Chamber can give the PCs the items earmarked as gifts (see Concluding the Adventure) to help in their quest.

DAROS'S LAST STAND

Encounter Level 10

SETUP

As the party's boat approaches shore, the full extent of the carnage in the White Wanderers' village becomes clear.

As the PCs beach their boat, read:

The fires from the barbarian village ahead illuminate the beach as your boat rides the tide up the sand. The village is all but destroyed. Its defensive walls of wood and bone are shattered, and human corpses lie strewn alongside the bodies of large reptilian monstrosities with ridged fins on their heads. The lizardlike creatures have four legs and powerful torsos with two strong arms. Even in death, many still clutch barbed spears and razor-edged battleaxes.

8 DRACOTAURS CR 3

Monster Manual III 43
hp 28 each (3 HD)

NE Large dragon
Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6
Languages Draconic

AC 17, touch 10, flat-footed 16
Immune paralysis, *sleep*
Fort +6, **Ref** +4, **Will** +5

Speed 50 ft. (10 squares)
Melee spear +6 (2d6+6/×3) and
bite +1 (1d8+2) and
tail slap +1 (1d8+6)
Space 10 ft.; **Reach** 5 ft. (10 ft. with spear)
Base Atk +3; **Grp** +11
Atk Options Power Attack
Special Actions spit fire

Abilities Str 18, Dex 12, Con 16, Int 13, Wis 11, Cha 13
Feats Iron Will, Power Attack
Skills Balance +5, Intimidate +7, Jump +16, Knowledge (arcana) +4, Listen +6, Sense Motive +6, Spellcraft +4, Spot +6, Survival +6, Swim +8, Use Magic Device +7
Possessions leather armor, spear

Spit Fire (Su) A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemist's fire. The glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemist's fire, dracotaur spittle does not continue to burn.

3 DRACOTAUR RAGERS CR 7

Monster Manual III 43
hp 97 each (7 HD)

Dracotaur barbarian 4
NE Large dragon
Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +7
Languages Draconic

AC 18, touch 9, flat-footed 18; +1 against traps, uncanny dodge
Immune paralysis, *sleep*
Fort +14, **Ref** +6 (+7 against traps), **Will** +9

Speed 60 ft. (12 squares)
Melee battleaxe +15 (2d6+9/×3) or
Melee battleaxe +13/+8 (2d6+9/×3) and
handaxe +13 (1d8+4/×3) and
bite +8 (1d8+4) and
tail slap +8 (1d8+12)
Base Atk +7; **Grp** +20
Atk Options Power Attack, rage 2/day (10 rounds), spit fire

Abilities Str 28, Dex 15, Con 24, Int 10, Wis 12, Cha 12
SQ fast movement
Feats Iron Will, Power Attack, Two-Weapon Fighting
Skills Balance +5, Intimidate +11, Jump +30, Knowledge (arcana) +6, Listen +10, Sense Motive +7, Spellcraft +6, Spot +7, Survival +10, Swim +11, Use Magic Device +7
Possessions masterwork chain shirt, battleaxe, handaxe

Spit Fire (Su) A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemist's fire. The glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemist's fire, dracotaur spittle does not continue to burn.

Suddenly, one of the same creatures comes crashing through the defensive wall. It lands in a limp heap as a tall human in a cloak of glittering white dragon hide strides out from the breach. Even as the imposing man emerges, a half-dozen of the draconic marauders surge from other breaks in the wall, racing to form a ring around him. The warrior quickly drains a potion vial as he raises an enormous warhammer, ready for battle. Just then, three of the creatures spot you at the water's edge.

DAROS WINTERHAMMER **CR 12**

hp 86 each (12 HD); **DR** 3/—; Diehard

Male human barbarian 10/sorcerer 2
N Medium humanoid
Init +2; **Senses** Listen +5, Spot +1
Languages Argon, Common, Draconic

AC 19, touch 12, flat-footed 19; improved uncanny dodge, uncanny dodge, +3 against traps
Resist fire 10
Fort +9, **Ref** +5 (+8 against traps), **Will** +7

Speed 40 ft. (8 squares)
Melee *+3 frost warhammer* +19/+14/+9 (1d8+9 plus 1d6 cold/×3)
Base Atk +11; **Grp** +15
Atk Options Cleave, Power Attack, rage 3/day (7 rounds)
Combat Gear 2 *potions of cure serious wounds*†
† 1 potion already used
Sorcerer Spells Known (CL 2nd):
1st (5/day)—*mage armor*†, *ray of enfeeblement* (+13 ranged touch)
0 (6/day)—*detect magic, detect poison, mage hand, ray of frost* (+13 ranged touch), *resistance*
† Already cast

Abilities Str 18, Dex 14, Con 15, Int 10, Wis 13, Cha 15
SQ fast movement
Feats Cleave, Diehard, Greater Resiliency*, Iron Will, Power Attack, Weapon Focus (warhammer)
**Complete Warrior* 99; increases Daros's DR by 1
Skills Bluff +5, Climb +14, Intimidate +14, Jump +17, Knowledge (arcana) +3, Listen +5, Speak Language (Common), Speak Language (Draconic), Spot +1, Survival +11, Swim +14
Possessions combat gear plus *+3 frost warhammer, amulet of natural armor +3, minor ring of energy resistance (fire)*

When raging, Daros has the following changed statistics:
hp increase by 24
AC 17, touch 10, flat-footed 17
Fort +11, **Will** +9
Melee *+3 frost warhammer* +21/+16/+11 (1d8+11 plus 1d6 cold/×3)
Grp +17
Abilities Str 22, Con 19
Skills Climb +16, Jump +19, Swim +16

TACTICS

The dracotaurs focus their attacks on Daros, though one or two might peel off to attack the PCs if they threaten the larger group. The dracotaur ragers charge in at the PCs, spitting fire at range before raging and closing for melee. All the dracotaurs fight until slain.

The barbarian chieftain Daros has exhausted his sorcerer spells and is fatigued (–2 Strength, –2 Dexterity, cannot charge; ability modifiers are not reflected in the above statistics). He raged within the village, felling over a dozen dracotaurs in the process. Now the battle has taken its toll, though he fights grimly on.

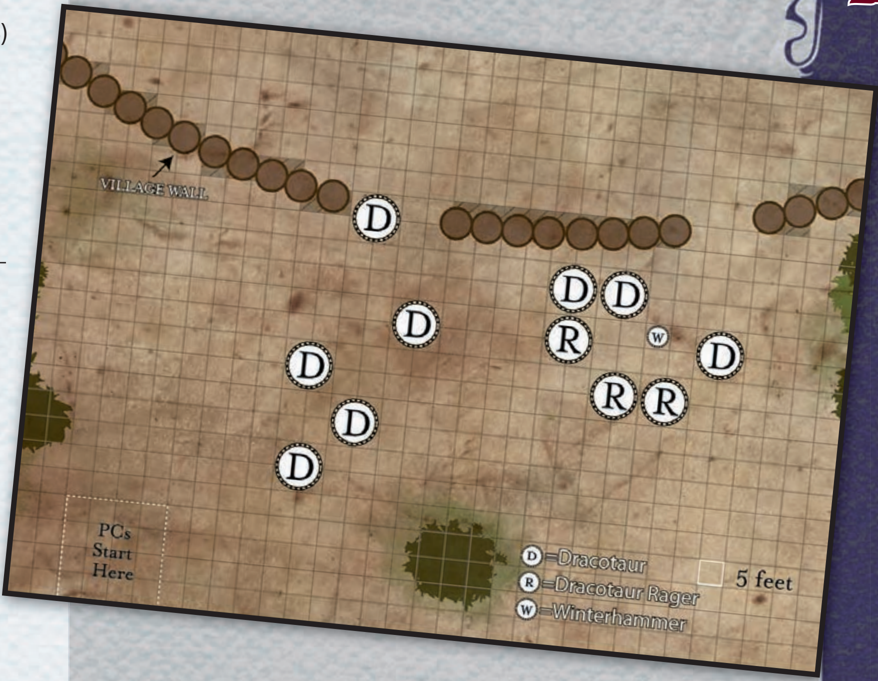
FEATURES OF THE AREA

Illumination: The fires of the burning village spread shadowy illumination across the beach.

Village Wall: This wood and bone wall once defended the White Wanderers from attacks by their longtime enemies, the Bringers of Fire tribe.

Village Wall Section: Hardness 5; hp 80; break DC 25.

Each breach in the wall is large enough for one Large creature or three Medium creatures to pass through without squeezing. The sections of wall adjacent to these breaches are weakened, and can be collapsed with a DC 20 Strength check or 20 points of damage.



DAROS AGAINST THE DRACOTAURS

Instead of tracking the attacks and damage of the dracotaurs and Daros, the battle can be simplified. Daros is able to fight off the dracotaurs for the first 5 rounds of the combat, dropping one dracotaur each round. If the PCs intervene more directly in Daros's fight and are able to eliminate one of the dracotaurs he fights, then he continues to eliminate a dracotaur each round, but does not fall unconscious after 5 rounds.

THE LIBERATION OF ICEWING

Encounter Level 11

SETUP

The PCs and Daros initiate this encounter by deciding when and how to spring their attack. In all likelihood, this gives them a surprise round against their foes.

After the PCs make their first attacks, read:

> *Shouts of alarm and war cries ring out around the bonfire. As the Bringers of Fire warriors ready their axes for battle, the hulking form of the half-dragon that Daros identified as Brogar turns toward you. His scaled hands pull a potion flask from his belt as the shackled white dragon behind him struggles fiercely against its bonds.*

TACTICS

Once the tribesfolk around the fire realize they are under attack, they charge fearlessly toward the PCs, raging as they go. If the party is out of reach, they hurl throwing axes. On the second round of combat, three Bringers of Fire emerge from each tent (unless the PCs have somehow managed to destroy them), racing to join the fray. Fanatically devoted to their Flame Chief Brogar, they fight until slain.

24 BRINGER OF FIRE BARBARIANS — CR 3

hp 30 each (3 HD)

Human barbarian 3
CE Medium humanoid
Init +1; **Senses** Listen +8, Spot +3
Languages Argon

AC 9, touch 9, flat-footed 9; uncanny dodge, +1 against traps
Fort +6, **Ref** +2 (+3 against traps), **Will** +6

Speed 40 ft. (8 squares)
Melee mwk battleaxe +9 (1d8+6/×3)
Ranged mwk throwing axe +5 (1d6+4)
Base Atk +3; **Grp** +7
Atk Options rage 1/day (7 rounds)

Abilities Str 18, Dex 13, Con 16, Int 10, Wis 12, Cha 11
SQ fast movement
Feats Alertness, Iron Will, Weapon Focus (battleaxe)
Skills Climb +9, Intimidate +5, Jump +9, Listen +8, Spot +3, Survival +6, Swim +9
Possessions masterwork battleaxe, 2 masterwork throwing axes

When not raging, a Bringer of Fire barbarian has the following changed statistics:
hp decrease by 6
AC 11, touch 11, flat-footed 11
Fort +4, **Will** +4
Melee mwk battleaxe +7 (1d8+3/×3)
Ranged mwk throwing axe +5 (1d6+2)
Grp +5
Abilities Str 14, Con 12
Skills Climb +7, Jump +7, Swim +7

3 DRACOTAUR RAGERS — CR 7

Monster Manual III 43
hp 94 each (7 HD)

Dracotaur barbarian 4
NE Large dragon
Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +7
Languages Draconic

AC 18, touch 9, flat-footed 18; +1 against traps, uncanny dodge
Immune paralysis, *sleep*
Fort +14, **Ref** +6 (+7 against traps), **Will** +9

Speed 60 ft. (12 squares)
Melee battleaxe +15 (2d6+9/×3) or
Melee battleaxe +13/+8 (2d6+9/×3) and handaxe +13 (1d8+4/×3) and bite +8 (1d8+4) and tail slap +8 (1d8+12)
Base Atk +7; **Grp** +20
Atk Options Power Attack, rage 2/day (10 rounds), spit fire

Abilities Str 28, Dex 15, Con 24, Int 10, Wis 12, Cha 12
SQ fast movement
Feats Iron Will, Power Attack, Two-Weapon Fighting
Skills Balance +5, Intimidate +11, Jump +30, Knowledge (arcana) +6, Listen +10, Sense Motive +7, Spellcraft +6, Spot +7, Survival +10, Swim +11, Use Magic Device +7
Possessions masterwork chain shirt, battleaxe, handaxe

Spit Fire (Su) A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemist's fire. The glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemist's fire, dracotaur spittle does not continue to burn.

The dracotaur ragers concentrate their attacks on anyone targeting Brogar. They rage in the first round of combat and battle fiercely until they fall.

At the first sign of trouble, Brogar imbibes his *potion of fly* and takes to the air. He then spends the next 3 rounds casting *stoneskin* on himself and the two dracotaur ragers before casting *mirror image* and *eagle's splendor* on himself. The half-dragon rains fiery breath down on the party, then casts *lightning bolt* or *hold person* as he waits for his breath weapon to recover. Once he runs out of 3rd-level spell slots, he begins launching *magic missiles.* If he is harried by an invisible opponent, he casts *see invisibility* from his wand on himself, then on the ragers if they live. Brogar does not fight to the death, but tries to retreat if reduced to 5 or fewer hit points.

FLAME CHIEF BROGAR REDHIDE **CR 10**

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hp 48 (8 HD)

Male half-dragon sorcerer 8

NE Medium dragon (augmented humanoid)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages Argon, Draconic

AC 21, touch 13, flat-footed 21

Immune fire, paralysis, *sleep*

Fort +5, **Ref** +2, **Will** +6

Speed 30 ft. (6 squares)

Melee 2 claws +13 each (1d6+8) and bite +8 (1d6+5)

Base Atk +4; **Grp** +9

Special Actions breath weapon

Combat Gear *wand of see invisibility* (22 charges), *potion of cure serious wounds, potion of fly*

Sorcerer Spells Known (CL 8th):

4th (4/day)—*stoneskin*†

3rd (6/day)—*hold person* (DC 19), *lightning bolt* (DC 19)

2nd (7/day)—*eagle's splendor*†, *mirror image, see invisibility*

1st (7/day)—*cause fear* (DC 17), *mage armor*†, *magic missile, shield, shocking grasp* (+9 melee touch)

0 (6/day)—*acid splash, arcane mark, dancing lights, detect magic, ghost sound, mage hand, message, prestidigitation*

† Already cast

Abilities Str 20, Dex 10, Con 16, Int 12, Wis 10, Cha 22

SQ familiar (none at present)

Feats Combat Casting, Dragon Breath*, Improved Natural Attack (claw), Weapon Focus (claw)

**Races of the Dragon* 98

Skills Bluff +17, Concentration +14, Knowledge (arcana) +7, Spellcraft +8 (+12 casting on the defensive)

Possessions combat gear plus *amulet of mighty fists +3, ring of protection +3*

Breath Weapon (Su) 30-ft. cone, once every 1d4 rounds, 6d8 fire, Reflex DC 11 half.

Brogar's Dragon Breath feat allows him to use his breath weapon every 1d4 rounds instead of just once per day like most half-dragons.

ICEWING

Heavy steel chains bind the white dragon and shackle him to thick posts hammered deep into the ground. Breaking the chains is time consuming, and more than likely cannot be accomplished during combat. Removing the painfully tight muzzle that prevents Icewing from using his breath weapon is easier. If the dragon has his maw freed, he employs his breath against the dracotaurs and the Bringers of Fire, but his range is restricted to his position on the map until his chains are broken.

Chains: Hardness 10; hp 50; break DC 40 (50 for Icewing).

Muzzle: Hardness 2; hp 20; break DC 25 (DC 30 for Icewing); Use Rope DC 20.

Breath Weapon (Su): 40 foot cone, once every 1d4 rounds, 6d6 cold, Reflex DC 23 half.

FEATURES OF THE AREA

Illumination: The enormous bonfire fully illuminates the camp. Brogar and the dracotaur ragers have darkvision out to 60 feet.

Bonfire: Creatures knocked into the flames take 3d6 points of fire damage each round. The fire burns so hot that anyone coming within 5 feet of the flames takes 1d6 points of fire damage each round.

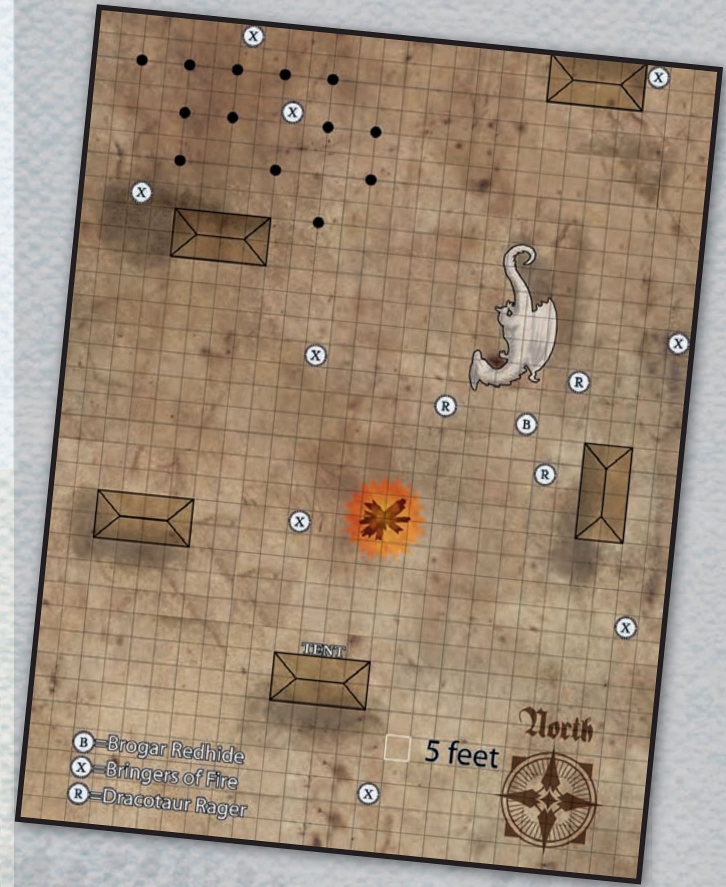
Bringers of Fire Tents: Each of these tents is currently occupied by three Bringer of Fire barbarians. They awaken to any general alarm or sounds of combat, emerging on the second round of the fight.

Canvas Tents: Hardness 0; hp 15; Strength DC 15 to collapse.

White Wanderers: Twelve White Wanderer warriors, badly beaten and near exhaustion, are bound hand and foot to stakes at the edge of the camp. Their bonds must be cut or loosened to free them. If any White Wanderers are freed in order to enter combat, use the Bringers of Fire barbarian statistics with only 5 hp.

Prisoner Stakes: Hardness 5; hp 30; break DC 20; Strength DC 25 to uproot.

Leather Bonds: Hardness 0; hp 5; break DC 15 (DC 25 for creature tied); Use Rope DC 12.



RUNNING THE GAUNTLET

Encounter Level 9

SETUP

A patrol of four Bringers of Fire guards the approach to the Orrery, but they are not alone. A pack of bluespawn ambushers, draconic creatures related to blue dragons, have burrowed underground, and wait for combat to ensue.

Having heard word of the assault on their camp, and the impending White Wanderers attack, the barbarians are cautious and wary. Unless the PCs take efforts to be stealthy (the barbarians have +4 on Spot checks), the barbarians notice them at a distance of 40 feet. Place the barbarians near the center of the encounter area with the PCs

Once the barbarians are engaged in melee, the bluespawn ambushers attack. Their assault is presaged by a slight tremor, followed by five ambushers clawing out of the ground around the PCs and letting loose with their electricity burst. The ambushers burrow up around the PCs, in the thick of the melee. They initially surface in a position adjacent to a PC, but not adjacent to a Bringer of Fire, flanking if possible.

When the Bringers of Fire barbarians notice the PCs, read”

> *Four strong tribesmen scan the landscape, blocking the trail to the crater's rim. They bear the distinctive marks of the Bringers of Fire, the same tribe that had sacked the village near Talon Bay. They hold their axes ready, as if expecting attack at any moment. One of them notices your approach, shouting a battle cry, "Irlym! Svent irlym ihk charir ixen!*"*

When the bluespawn ambushers attack, read:

> *A slight shaking ground beneath you is the only warning before blue-scaled draconic creatures burst from the ground, sending dirt and stone flying. The creatures are badger-like in appearance, with low, squat bodies, but each bears the distinctive horn of a blue dragon. Your hair stands on end as the air fills with static electricity, and fingers of lightning flicker between the wingless beasts.*

4 BRINGERS OF FIRE TRIBESMEN **CR 3**
hp 30 each (3 HD)

Human barbarian 3
CE Medium humanoid
Init +1; **Senses** Listen +8, Spot +3
Languages Argon

AC 9, touch 9, flat-footed 9; uncanny dodge, +1 against traps
Fort +6, **Ref** +2 (+3 against traps), **Will** +6

Speed 40 ft. (8 squares)
Melee mwk battleaxe +9 (1d8+6/×3)
Ranged mwk throwing axe +5 (1d6+4)
Base Atk +3; **Grp** +7
Atk Options rage 1/day (7 rounds)

Abilities Str 18, Dex 13, Con 16, Int 10, Wis 12, Cha 11
SQ fast movement
Feats Alertness, Iron Will, Weapon Focus (battleaxe)
Skills Climb +9, Intimidate +5, Jump +9, Listen +8, Spot +3, Survival +6, Swim +9
Possessions masterwork battleaxe, 2 masterwork throwing axes

When not raging, a Bringer of Fire barbarian has the following changed statistics:
hp decrease by 6
AC 11, touch 11, flat-footed 11
Fort +4, **Will** +4
Melee mwk battleaxe +7 (1d8+3/×3)
Ranged mwk throwing axe +5 (1d6+2)
Grp +5
Abilities Str 14, Con 12
Skills Climb +7, Jump +7, Swim +7

TACTICS

The Bringers of Fire barbarians begin combat by raging and then charging into melee. They use their throwing axes against targets that try to stay at range or against flying targets. Though killing a powerful foe is highly regarded in the Bringers of Fire tribe, any kill is worth some status, so the barbarians are more likely to swing at unarmored or lightly armored foes than those encased in metal. They also focus their efforts, working in pairs to flank and bring down a target. Once the bluespawn ambushers show up, the barbarians use 5-foot steps to keep their distance from the electrically charged beasts.

6 Bluespawn Ambushers CR 4

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hp 30 each (4 HD)

LE Medium magical beast (dragonblood)
Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Listen +4, Spot +4
Languages Draconic

AC 18, touch 10, flat-footed 18
Immune electricity
Fort +6, **Ref** +4, **Will** +3

Speed 20 ft. (4 squares), burrow 20 ft. (earth and stone)
Melee 2 claws +8 each (1d8+4) and gore +6 (1d6+2)
Base Atk +4; **Grp** +8
Special Actions electricity burst

Abilities Str 19, Dex 10, Con 14, Int 3, Wis 14, Cha 13
Feats Ability Focus (electricity burst), Multiattack
Skills Climb +7, Hide +0, Listen +4, Spot +4

Electricity Burst (Su) A bluespawn ambusher can activate an electricity burst as a standard action once every 1d4 rounds. Any creature within 10 feet must succeed on a DC 16 Reflex save or take 4d6 points of electricity damage. A successful save results in half damage.

TACTICS

The bluespawn ambushers burrow up to the surface next to the PCs and immediately use their electricity burst. They are not smart enough to ensure that multiple targets are in range, but some of them might be lucky enough to catch more than one character in the burst. On the second round, they use their electricity burst again, each moving to attack the closest target. If a character appears resistant to electricity, the ambusher attacking that PC instead uses its claw and gore attacks. A bluespawn ambusher flees if reduced to 5 or fewer hit points. Once only two ambushers remain, they use their electricity burst one last time before burrowing into the ground and fleeing.

DEVELOPMENT

The initial shout of the barbarians can be translated by a character with the ability to speak Seren or Draconic. The battle cry, loosely translated into Common, is "Enemies! Kill the enemies for the Red Fire!" The Red Fire is the Seren name for the Bringers of Fire tribe.

If captured and questioned (requiring Diplomacy, Intimidate, charm magic, or similar effects), a Bringer of Fire barbarian can indicate that Chief Firetalon and his brother were called into the Orrery by the great blue dragon Khurystas. They haven't been inside the tower, so they can offer no details on its layout.

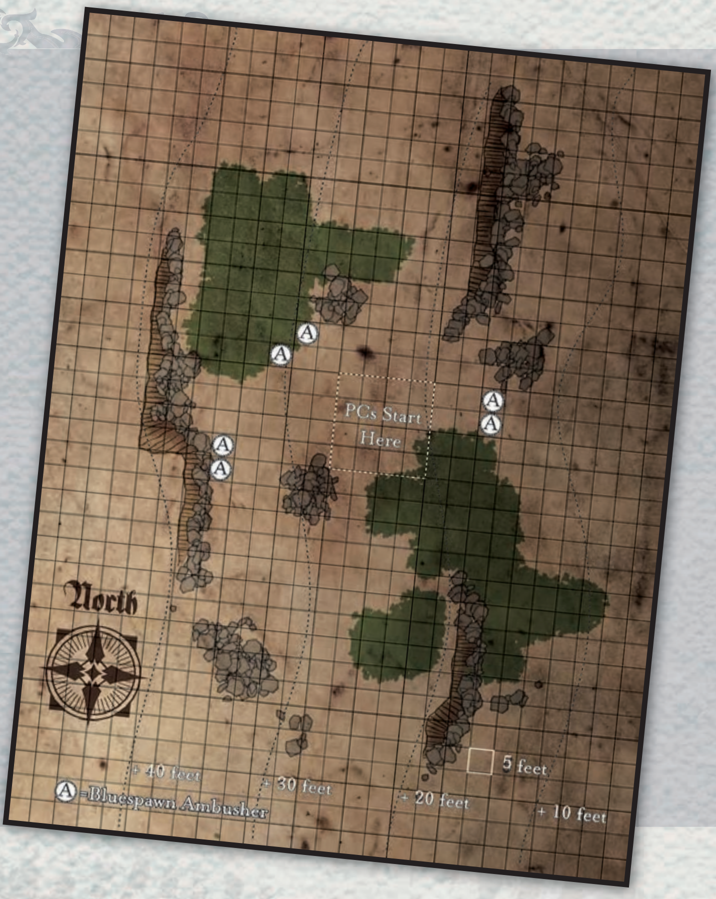
Features of the Area

Illumination: There is no light in this area. The bluespawn ambushers have darkvision out to 60 feet, low-light vision, and tremorsense out to 60 feet.

Scrub Trees: Two patches of twisted scrub trees are treated as light undergrowth. Creatures standing in a scrub tree square gain a +2 bonus to Armor Class, a +1 bonus on Reflex saves, and have concealment (20% miss chance). Moving within a scrub tree square costs 2 squares of movement, and the DCs of Tumble and Move Silently checks in a scrub tree square are increased by 2. Trees, undergrowth: *DMG* 87.

Rocky Ridge: Three rocky ridges prevent open movement across this area of the crater. The ridges are difficult terrain, and require two squares of movement to enter. Characters behind a ridge have cover (+4 AC).

Rubble: Piles of low rubble and loose scree are spread throughout the area. All squares touching a rubble pile are considered difficult terrain, and require two squares of movement to enter. Anyone engaging in melee in a square touching a rubble pile must make a DC 10 Balance check or spend a move action trying to maintain stable footing. If the check fails by 5 or more, the attacker falls prone. Characters in such squares also fall prone any time they roll a 1 on a melee attack roll.



CHIEFTAINS OF THE AXE

Encounter Level 11

SETUP

As the party ascends to the Hall of Earthly Offerings, the axe chiefs Vorgrey and Teldros Firetalon are on the lookout for intruders. Unless the PCs have managed to enter this area in complete silence, Teldros Firetalon imbibes his *potion of invisibility* when he hears movement or voices below. Do not place him on the map until the party becomes aware of his presence, most likely when he first attacks.

As the PCs ascend the stairs, read:

> *A barbarian chieftain, clearly one of the Bringers of Fire, stands before you. His blazing red hair is pulled into a tight topknot, and he wears wolf-hide breeches and a gleaming chain shirt. Eight well-crafted throwing axes hang from a series of leather straps across his chest. He stands relaxed, his burly arms crossed. "Whatever your business here, you will not pass this chamber. I am Vorgrey Firetalon, chieftain of the axe. Come singly or at once, it makes no difference to me."*

If Daros Winterhammer provided the PCs with information about the Firetalon brothers, they might suspect that Teldros is lurking somewhere unseen. If Vorgrey is asked about his brother, the barbarian simply begins hurling axes with a smile.

THE CURSE OF THE DRAGON'S EYE

As the PCs progress through the observatory, the power source of the *Dragon's Eye* (in area V6) begins to channel mystical energy through the special dragonmarks they bear. Throughout this encounter, each character with a mark from the Temple of Kha'shazul gains fast healing 1.

VORGREY FIRETALON, AXE CHIEF CR 10

hp 100 (10 HD)

Male human barbarian 5/master thrower* 5
**Complete Warrior* 58
CE Medium humanoid
Init +6; **Senses** Listen +7, Spot +10
Languages Argon, Common, Draconic

AC 20, touch 16, flat-footed 20; improved uncanny dodge, uncanny dodge, +1 against traps
Resist evasion
Fort +9, **Ref** +11 (+12 against traps), **Will** +5

Speed 40 ft. (8 squares)
Melee *+1 returning throwing axe* +19/+14 (1d6+8/19–20/×3) or
Ranged *+1 returning throwing axe* +18 (1d6+8/19–20/×3) and
mwk throwing axe +13 (1d6+7/19–20/×3) or
Ranged *+1 returning throwing axe* +16 (1d6+8/19–20/×3) and
mwk throwing axe +16/+11 (1d6+7/19–20/×3) with Rapid Shot or
Ranged *+1 returning throwing axe* +15 (1d6+9/19–20/×3) and
mwk throwing axe +6 (1d6+8/19–20/×3) with doubletoss and Point Blank Shot
Base Atk +10; **Grp** +17
Atk Options Point Blank Shot, Precise Shot, Quick Draw, deadeye shot, doubletoss, sneaky shot
Special Actions Snatch Arrows
Combat Gear *potion of cure serious wounds, potion of see invisibility*†
† Already used

Abilities Str 24, Dex 22, Con 19, Int 10, Wis 12, Cha 10
SQ fast movement, rage 2/day (7 rounds), trapfinding
Feats Far Shot, Improved Critical (throwing axe)^{B}, Point Blank Shot, Precise Shot, Rapid Shot, Quick Draw^{B}, Snatch Arrows^{B}, Weapon Focus (throwing axe)
Skills Balance +8, Intimidate +10, Jump +23, Listen +7, Sleight of Hand +10, Speak Language (Common), Speak Language (Draconic), Spot +10, Tumble +18
Possessions combat gear plus mithral chain shirt, *ring of protection +2*, *+1 returning throwing axe*, 4 masterwork throwing axes, 4 masterwork adamantine throwing axes, *gloves of Dexterity +4*, *boots of speed*, *Heward's handy haversack*

Deadeye Shot (Ex) The critical multiplier for Vorgrey's throwing axes is increased by 1 (to ×3).
Doubletoss (Ex) As a standard action, Vorgrey can throw two weapons at one or two targets within 30 feet.
Sneaky Shot (Ex) Just before making a ranged attack, Vorgrey can use a move action to make a Sleight of Hand check opposed by a target's Spot check. If he wins the opposed check, his opponent is denied his Dexterity bonus to Armor Class against the attack.

When not raging, Vorgrey has the following changed statistics:
hp decrease by 20
AC 22, touch 18, flat-footed 22
Fort +7, **Will** +3
Melee *+1 returning throwing axe* +17/+12 (1d6+6/19–20/×3)
Ranged *+1 returning throwing axe* +18 (1d6+6/19–20/×3) and
mwk throwing axe +13 (1d6+5/19–20/×3) or
Ranged *+1 returning throwing axe* +16 (1d6+6/19–20/×3) and
mwk throwing axe +16/+11 (1d6+5/19–20/×3) with Rapid Shot or
Ranged *+1 returning throwing axe* +15 (1d6+7/19–20/×3) and mwk throwing axe +6 (1d6+6/19–20/×3) with doubletoss and Point Blank Shot
Grp +15
Abilities Str 20, Con 15
Skills Jump +21

Teldros Firetalon, Axe Chief **CR 9**
hp 101 (9 HD)

Male human ranger 6/tempest* 3
**Complete Adventurer* 81
CE Medium humanoid
Init +2; **Senses** Listen +12, Spot +12
Languages Argon

AC 19, touch 14, flat-footed 17; Dodge, Mobility
Fort +14, **Ref** +8, **Will** +5

Speed 40 ft. (8 squares); Spring Attack
Melee *+1 flaming battleaxe* +13/+8 (1d8+3 plus 1d6 fire/19–20/×3) or
Melee *+1 flaming battleaxe* +12/+7 (1d8+3 plus 1d6 fire/19–20 ×3) and
+1 frost handaxe +12/+7 (1d6+2 plus 1d6 cold/19–20 ×3)
Base Atk +9; **Grp** +11
Atk Options favored enemy humans +4, favored enemy dragons +2
Combat Gear *potion of invisibility*
Ranger Spells Prepared (CL 3rd):
1st—*longstrider*†, *resist energy*
† Already cast

Abilities Str 15, Dex 15, Con 22, Int 11, Wis 14, Cha 10
SQ ambidexterity, animal companion (none at present), two-weapon versatility, wild empathy +6 (+4 magical beasts)
Feats Dodge, Endurance^{B}, Improved Critical (battleaxe), Improved Two-Weapon Fighting^{B}, Mobility, Spring Attack, Track^{B}, Two-Weapon Fighting^{B}, Weapon Focus (battleaxe)
Skills Balance +5, Climb +14, Jump +18, Knowledge (geography) +9, Listen +12, Move Silently +11, Spot +12, Survival +12 (14 avoiding getting lost and hazards)
Possessions combat gear plus *+1 flaming battleaxe, +1 frost handaxe, amulet of health +4,* mithral breastplate

Ambidexterity (Ex) Teldros's attack penalties for fighting with two weapons are reduced by 1.
Tempest Defense As long as Teldros is fighting with two weapons, he gains a +2 bonus to AC.
Two Weapon Versatility (Ex) Teldros applies the effect of his Weapon Focus (battleaxe) and Improved Critical (battleaxe) feats to his handaxe.

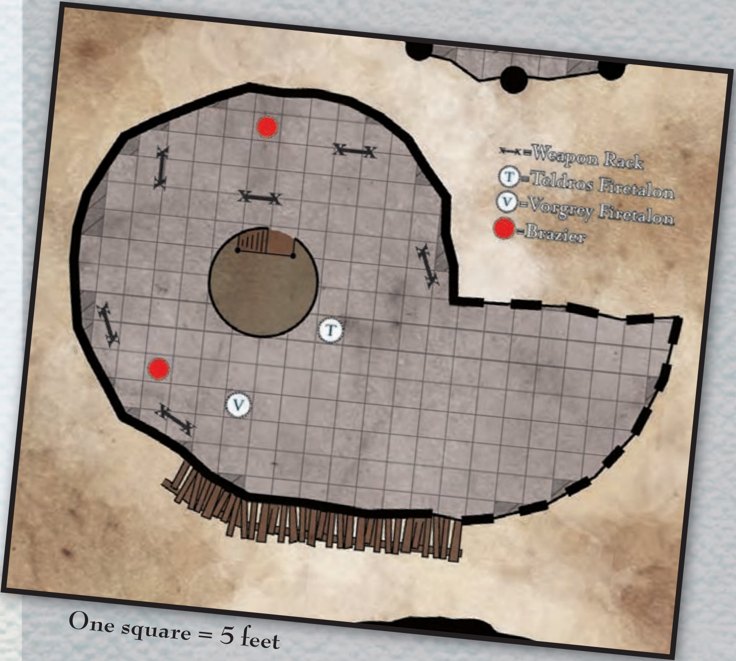
Features of the Room

Illumination: Torches along the walls provide bright illumination throughout the room.

Weapon Racks: These wooden racks hold extra armaments for the Bringers of Fire and Stormwalker forces now waging a pitched battle against the White Wanderers outside. They are mostly empty, but enough masterwork throwing axes remain for Vorgrey to keep himself fully armed. As long as he is within 5 feet of any rack, he can grab throwing axes as a free action thanks to his Quick Draw feat.

Braziers: These bronze incense braziers once held burnt offerings to Eberron, the Dragon Between. They now contain the blasphemous sacrifices of the Bringers of Fire—mostly charred corpses of executed enemies. Anyone knocked into a brazier (for instance, by a bull rush) takes 4d6 points of fire damage per round. If a brazier is kicked over, it deals 2d6 points of fire damage to any creature in a single adjacent square of the kicker's choice.

Bronze Incense Braziers: Hardness 5; hp 200; break DC 25; Strength DC 25 to kick over.



One square = 5 feet

TACTICS

Vorgrey and Teldros have been facing foes together since childhood. They anticipate each other's movements and actions as if sharing one mind. Both rage as soon as battle is joined.

Having taken his *potion of invisibility,* Teldros acts as a hidden threat. A character attempting to close with Vorgrey must pass through Teldros's threat range, at which point he takes an attack of opportunity, then a full attack (he has refocused while waiting, so has an initiative of 22). Once visible, he harries PCs to keep his brother free to throw axes at his leisure. He uses Spring Attack to deliver a brutal axe strike and continue on to a more advantageous position.

Vorgrey imbibes his *potion of see invisibility* before the party arrives in order to discern his younger brother's invisible form and safely cast axes past him. He holds his action until a PC makes an offensive move, then hurls two axes at the foe. He then activates his *boots of speed* and makes full attacks, hurling an extra axe against the party (at his best attack bonus) each round. This also gives him a +1 bonus on attack rolls and a +1 dodge bonus to AC and on Reflex saves.

Vorgrey saves his magic axe and his adamantine axes for any characters with applicable damage reduction, throwing normal masterwork axes at anyone else. When his axes are exhausted, he positions himself by a weapon rack to snatch more as needed. He downs his *potion of cure serious wounds* if brought to 30 or fewer hit points, but otherwise fights to the death.

STORMWALKER SHOWDOWN

Encounter Level 11

SETUP

The PCs inevitably tire of Storm Master Vodane's bemusing rhetoric, either challenging him to combat or attempting to move past him.

As the PCs engage Vodane, read:

> *The old man suddenly spins his staff with blinding speed. Two false wooden covers shoot off, revealing a razor-sharp two-bladed sword in the old man's hands. One end crackles with electricity, the other glowing a soft blue and humming ominously as it slices the air. Vodane's bent body straightens to its full height. "Come then, youths. Let us see your tempest within."*

THE CURSE OF THE DRAGON'S EYE

As the PCs progress through the observatory, the mystical energy of the *Dragon's Eye* power source continues to channel itself through their dragonmarks. Throughout this encounter, each character with a mark from the Temple of Kha'shazul gains fast healing 3 and the evasion ability (PH 50).

3 STORMWALKER ACOLYTES CR 6

hp 30 each (6 HD)

Human monk 6
LE Medium humanoid
Init +7; **Senses** Listen +7, Spot +7
Languages Argon

AC 17, touch 17, flat-footed 14; Deflect Arrows
Immune normal disease
Resist evasion
Fort +5, **Ref** +8, **Will** +8 (+10 against enchantments)

Speed 50 ft. (10 squares)
Melee unarmed strike +8 (1d8+2) or
Melee unarmed strike +7/+7 (1d8+2) with flurry of blows
Ranged *+1 shock shuriken* +7/+7 (1d2+1 plus 1d6 electricity)
Base Atk +4; **Grp** +6
Atk Options Improved Disarm, Stunning Fist, *ki* strike (magic)
Combat Gear *potion of protection from energy (electricity)* 10†
† Already used

Abilities Str 14, Dex 16, Con 10, Int 11, Wis 16, Cha 10
SQ slow fall 30 ft.
Feats Deflect Arrows, Improved Disarm^B, Improved Initiative, Improved Unarmed Strike^B, Stunning Fist^B, Weapon Finesse, Weapon Focus (unarmed strike)
Skills Balance +10, Climb +6, Hide +9, Jump +10, Knowledge (religion) +4, Listen +7, Move Silently +9, Spot +7, Tumble +11
Possessions combat gear plus 10 *+1 shock shuriken*

STORM MASTER VODANE CR 10

hp 78 (10 HD)

Male human monk 10
LE Medium humanoid
Init +4; **Senses** Listen +7, Spot +5
Languages Argon, Common, Draconic

AC 25, touch 22, flat-footed 16
Immune normal disease
Resist electricity 20, improved evasion
Fort +10, **Ref** +11, **Will** +11 (+13 against enchantment)

Speed 60 ft. (12 squares)
Melee *+1 shocking two-bladed sword* +11 (1d8+3 plus 1d6 electricity/19–20) or
Melee *+1 shocking two-bladed sword* +11/+11/+6 (1d8+3 plus 1d6 electricity/19–20) with flurry of blows or
Melee unarmed strike +11/+11/+6 (1d10+2) with flurry of blows
Base Atk +7; **Grp** +9
Atk Options Blind-Fight, Combat Reflexes, Improved Disarm, Stunning Fist 10/day (DC 19), *ki* strike (lawful and magic)
Special Actions wholeness of body (heal 20/day)
Combat Gear *potion of fly*

Abilities Str 14, Dex 18, Con 16, Int 12, Wis 18, Cha 13
SQ slow fall 50 ft.
Feats Blind-Fight, Combat Reflexes^B, Double Steel Strike, Exotic Weapon Proficiency (two-bladed sword), Improved Disarm^B, Improved Unarmed Strike^B, Stunning Fist^B, Weapon Finesse, Weapon Focus (two-bladed sword)
Skills Balance +20, Climb +16, Concentration +6, Escape Artist +17, Jump +17, Listen +7, Speak Language (Common), Spot +5, Tumble +20
Possessions combat gear plus *bracers of armor +3, +1 shocking two-bladed sword, ring of major energy resistance (electricity), ring of protection +2*

BLUESPAWN STORMLIZARD **CR 6**
hp 69 (6 HD); **DR** 5/magic

LE Large magical beast (dragonblood)
Init –1; **Senses** Listen +5, Spot +8
Languages none

AC 23, touch 8, flat-footed 23
Immune electricity
Fort +11, **Ref** +4, **Will** +4

Speed 40 ft. (8 squares)
Melee gore +13 (2d6+12)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +18
Atk Options Power Attack, Improved Bull Rush, Improved Overrun, deadly charge 4d6+12, magic strike
Special Actions electricity arc, electricity link

Abilities Str 27, Dex 9, Con 22, Int 2, Wis 14, Cha 8
SQ electricity ward
Feats Improved Bull Rush, Improved Overrun, Power Attack
Skills Jump +12, Listen +5, Spot +8

Deadly Charge (Ex) A bluespawn thunderlizard typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows the thunderlizard to deal 4d6+12 points of damage with its gore attack.

Electricity Arc (Su) 100-ft. line, once every 1d4 rounds, standard action, damage 6d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.

Electricity Link (Su) As a swift action, a bluespawn thunderlizard can cause a line of electricity to fire from itself to another bluespawn thunderlizard within 100 feet. Creatures in the line take 3d6 points of electricity damage (Reflex DC 19 half). The save DC is Constitution-based.

TACTICS

Before they enter combat, the Stormwalker acolytes down their *potions of protection from energy (electricity)* to ward off the force of the raging storm channeled through the lightning rods. The acolytes do everything in their power to aid their master in combat. They close with spellcasters and attempt to put them out of action with Stunning Fist attacks, use Improved Disarm to snatch weapons away from dangerous melee combatants, and barrage foes at a distance with their *+1 shock shuriken*.

As soon as battle is joined, Vodane sets to slicing the PCs to pieces. He makes excellent use of his speed by tumbling to advantageous positions. If characters use flying magic, the old man quaffs his *potion of fly* to join them in aerial battle. He intermingles sword attacks with stunning strikes as he flurries, attempting to stun PCs before laying into them with his blades.

The storm master and his acolytes are all devout servants of Khurystas. They fight until slain.

In the first round of combat, the bluespawn stormlizard charges at the nearest PC. The following round, it unleashes an electricity arc, aiming for the PC it charged and the next closest character, perhaps catching more unfortunate PCs in the line.

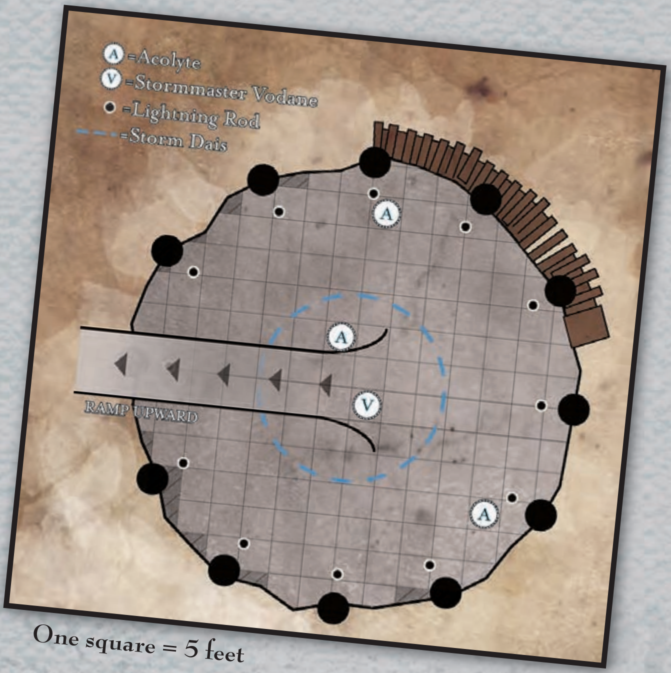
FEATURES OF THE ROOM

Illumination: Even when they are not arcing, the iron pillars glow with a faint blue light, providing shadowy illumination throughout the room.

Lightning Rods: The iron pillars on the outer edge of this open-air chamber conduct powerful electricity from the swirling storm above. Anyone touching these iron spires takes 6d6 points of electricity damage each round.

In addition, one pair of rods arc at random each round. Roll 1d12 twice (roll again if you roll the same number twice) to have a line of supercharged electricity blast between the two numbered rods at the beginning of the following round. Anyone caught in the line takes 6d6 points of electricity damage (DC 20 Reflex half). Each round, PCs can make a DC 25 Knowledge (nature) or Survival check as a free action. A successful check indicates which two rods the electricity will arc between in the next round, possibly allowing a character to move and shout a warning to other party members.

Storm Dais: This 10-foot high dais is composed of special mineral compounds resistant to electricity. Anyone standing on the platform is unaffected by the discharge of the lightning rods and any other electricity attack originating from outside the dais.



One square = 5 feet

NIGHT SKY

Encounter Level 12

SETUP

The PCs likely take some time to examine the star chamber and recognize the illusory nature of what they see within. The dread wraith and its lesser ilk hiding within the control orb and the walls try to stay concealed until all party members are within the round part of the chamber. However, the dread wraith attacks when any character moves within 5 feet of the orb.

When the wraiths attack, read:

> *A shadowy form cloaked in a tattered funeral shroud suddenly rises from the orb, two white eyes shining from the cowl that obscures its face. The floating apparition is immense, blocking the glimmering stars above as its skeletal arms open wide. Around the chamber, four more of the shadowy undead seem to emerge from the starry sky.*

THE CURSE OF THE DRAGON'S EYE

As the PCs progress through the observatory, the mystical energy of the *Dragon's Eye* power source strengthens its connection to their dragonmarks. In addition to the fast healing and evasion ability gained in the previous encounter, each character with a mark from the Temple of Kha'shazul gains 1 temporary action point at the beginning of this encounter. This temporary action point lasts only until the end of the fight with Khurystas in the next encounter (though PCs simply intuit that the action point lasts for an unknown length of time.)

TACTICS

The dread wraith makes use of its lifesense ability to target the weakest PCs, hoping to slay them quickly and increase the ranks of its wraith followers. The dread wraith always employs Combat Expertise to full effect (raising its AC to 30) unless it faces a foe it cannot hit that way. The dread wraith also uses Spring Attack to attack a PC then disappear into a wall or the star orb until its next action.

If the creature is forced into the wall by a character who uses the star orb to create daylight (see below), it pleads with the characters to restore the darkness, even promising to let them pass unharmed if they do so. Anyone foolish enough to believe this foul apparition's lies is immediately attacked upon returning the canopy to darkness. The dread wraith fights to the bitter end.

The wraiths obey their dread wraith master and attack any foes they can sense. They fight until slain unless the dread wraith is killed first. In that event, the wraiths become uncontrolled and flee immediately unless they are in a position to overpower the remaining members of the party.

EVOLVED DREAD WRAITH CR 11

Monster Manual 257
hp 104 (16 HD); fast healing 3

LE Large undead (incorporeal)
Init +13; **Senses** darkvision 60 ft., lifesense 60 ft.; Listen +25, Spot +25
Languages Common, Infernal

AC 25, touch 25, flat-footed 16; Dodge, Mobility
Immune incorporeal immunities (*MM* 311), undead immunities (*MM* 317)
Fort +5, **Ref** +14, **Will** +14
Weakness daylight powerlessness

Speed fly 60 ft. (good) (12 squares); Spring Attack
Melee incorporeal touch +16 (2d6 plus 1d8 Con drain)
Space 10 ft.; **Reach** 10 ft.
Base Atk +8; **Grp** —
Atk Options Blind-Fight, Combat Reflexes
Spell-Like Ability (CL 16th):
1/day—*creeping doom*

Abilities Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24
SQ create spawn, incorporeal traits (*MM* 311), undead traits (*MM* 317), unnatural aura
Feats Alertness^{B}, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^{B}, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack
Skills Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 when following tracks)

Create Spawn (Su) Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from the corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Living creatures hit by the dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. On each such successful attack, the dread wraith gains 5 temporary hit points.

Daylight Powerlessness (Ex) Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Lifesense (Su) A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that, and panic if forced to do so. They remain panicked as long as they are within that range.

4 WRAITHS CR 5

Monster Manual 257
hp 32 each (5 HD)

LE Medium undead (incorporeal)
Init +7; **Senses** darkvision 60 ft., lifesense 60 ft.; Listen +12, Spot +12
Languages Common, Infernal

AC 15, touch 15, flat-footed 12
Immune incorporeal immunities (*MM* 311), undead immunities (*MM* 317)
Fort +1, **Ref** +4, **Will** +6
Weakness daylight powerlessness

Speed fly 60 ft. (good, 12 squares)
Melee incorporeal touch +6 (1d4 plus 1d6 Con drain)
Base Atk +2; **Grp** —
Atk Options Blind-Fight

Abilities Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15
SQ create spawn, incorporeal traits (*MM* 311), undead traits (*MM* 317), unnatural aura
Feats Alertness^B, Blind-Fight, Improved Initiative^B, Weapon Focus (incorporeal touch)
Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 when following tracks)

Create Spawn (Su) Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from the corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. On each such successful attack, the wraith gains 5 temporary hit points.

Daylight Powerlessness (Ex) Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

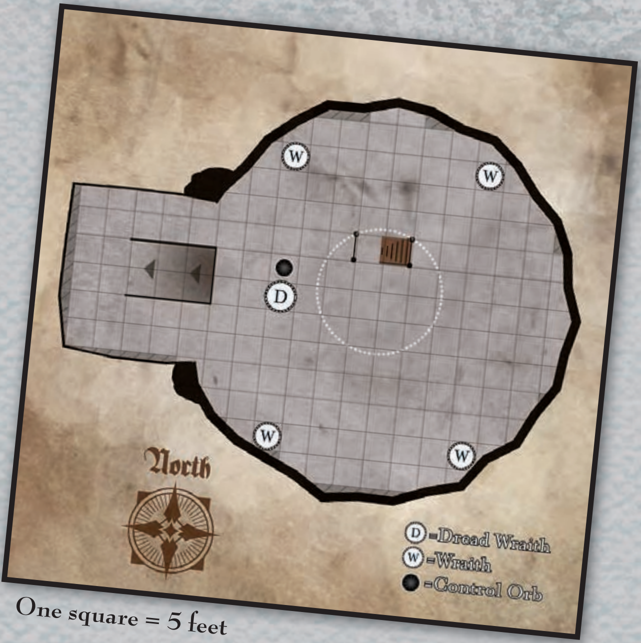
Lifesense (Su) A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that, and panic if forced to do so. They remain panicked as long as they are within that range.

FEATURES OF THE ROOM

Illumination: The star field above provides shadowy illumination throughout the chamber. The wraiths have darkvision out to 60 feet and lifesense out to 60 feet.

Star Orb: This large black crystal orb controls the movements of the star chamber's illusory night sky, allowing anyone within to study the stars in any configuration.



One square = 5 feet

THE STAR ORB

A character with Knowledge (History) or Knowledge (Arcana) might learn the following about the Star Orb:

During the construction of the Dragon's Eye, its fiendish creator first created its power source, the Star Orb. This device drew its energy from sunlight, as well as from the mystical powers of the movement of the thirteen (at the time) moons and the constellations in the night sky. When the dragons struck, and the Age of Demons was ended, the Star Orb was secreted to Argonnessen. The dragons were intrigued by the Star Orb's qualities of accurately tracking the motion of the heavens, and so they used its energy to power the Orrery of Vortuum. The exact motions of the tower's clockwork levels are controlled through the power of the orb. This information can be ascertained with a DC 25 Knowledge check.

The orb also retains a dormant link to the unfinished Dragon's Eye. The PCs, who have been affected by the Chamber of the Dragon's Eye in Q'barra, have awakened this latent link, and the Star Orb is the source of the powers the PCs have begun to manifest (those powers are indicated in the Curse of the Dragon's Eye sidebars in the encounters within the Orrery of Vortuum). This information is revealed with a DC 30 Knowledge check.

A secondary effect of the Star Orb is its ability to provide an illusory display of the sky, including an effect that mimics daylight. With a successful DC 25 Knowledge (arcana) or Use Magic Device check, a character can use the star orb to control the illusory sky as a move action.

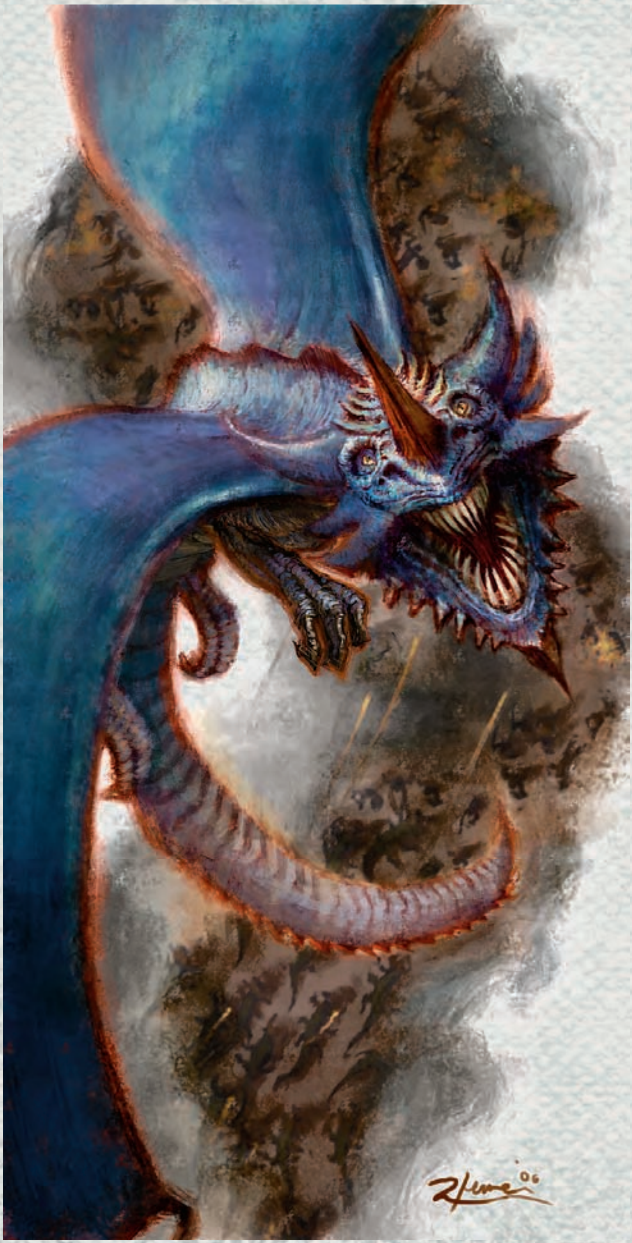
A character with control of the orb can will the chamber to reproduce the sky at any time of day or night, including a brilliant midday with the sun blazing overhead. If this happens, the wraiths must all make DC 20 Will saves or flee into the walls. Award full experience (as if the wraiths were defeated in combat) if the PCs manage to make the wraiths flee this way.

WRATH OF KHURYSTAS

Encounter Level 14

SETUP

As long as the PCs are at the center of the area near the stairs, Khurystas cannot see them where he flies above the distant battlefield. However, if they move more than halfway to the chamber's edge (including approaching the bound Sur'kil), they are spotted.



As the PCs approach the open edge of the chamber, read:

> *Above, the storm clouds are beginning to break, and you can see the three moons nearly on top of one another. Far below, the Bringers of Fire, the Stormwalkers, and the White Wanderers continue their vicious battle. From out of the dark clouds, a massive blue dragon swoops across the field. Then it suddenly changes course, letting out a shrieking roar that eclipses the thunder. With a surge of speed, the great beast wings its way toward you.*

It takes Khurystas 2 rounds to fly to the observatory, during which time the party can prepare for combat.

KHURYSTAS **CR 14**

Monster Manual 68, 72
hp 241 (21 HD); **DR** 5/magic

Male adult blue dragon
LE Huge dragon (earth)
Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +12, Spot +28
Aura frightful presence (180 ft., DC 23)
Languages Argon, Common, Draconic, Elven

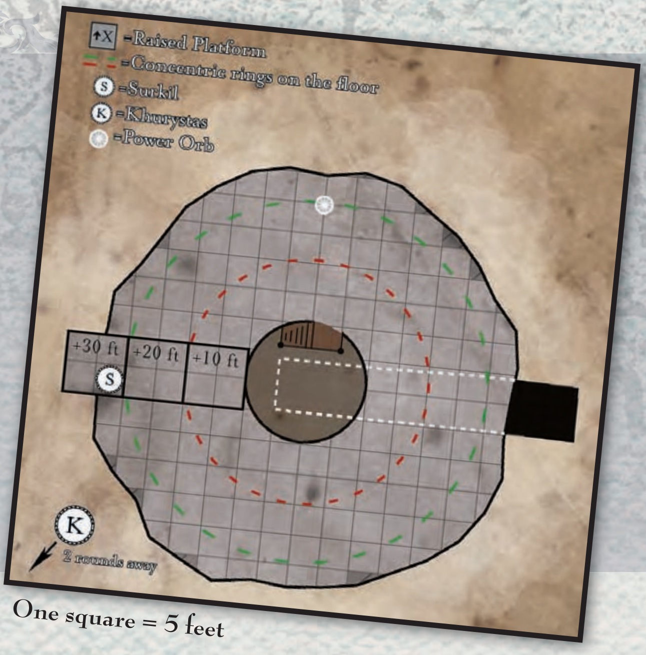
AC 32, touch 8, flat-footed 32
Immune electricity, paralysis, *sleep*
SR 21
Fort +17, **Ref** +14, **Will** +16

Speed 40 ft. (8 squares), fly 150 ft. (poor), burrow 20 ft.; Flyby Attack, Hover
Melee bite +27 (2d8+8) and
2 claws +25 each (2d6+4) and
2 wings +25 each (1d8+4) and
tail slap +25 (2d6+12)
Atk Options Awesome Blow, Power Attack
Special Actions breath weapon, create/destroy water, crush (2d8+12)
Sorcerer Spells Known (CL 5th):
2nd (5/day)—*darkness, mirror image*
1st (8/day)—*grease, identify, mage armor*†, *shield*
0 (6/day)—*arcane mark, detect magic, light, mage hand, message, read magic*
† Already cast
Spell-Like Abilities (CL 5th):
3/day—*ventriloquism* (DC 16)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Base Atk +21; **Grp** +37

Abilities Str 27, Dex 10, Con 21, Int 16, Wis 18, Cha 20
Feats Awesome Blow, Flyby Attack, Hover, Lightning Reflexes, Multiattack, Power Attack, Recover Breath*, Shape Breath*
**Draconomicon* 73
Skills Bluff +29, Concentration +30, Diplomacy +33, Escape Artist +24, Hide +16, Intimidate +31, Knowledge (arcana) +9, Knowledge (the planes) +11, Listen +12, Search +9, Sense Motive +14, Spellcraft +15, Spot +28

FEATURES OF THE ROOM

Illumination: The approaching lunar conjunction visible through the clouds provides shadowy illumination across the platforms.



One square = 5 feet

Breath Weapon (Su) 100-ft. line or 50-ft. cone, once every 1d4–1 rounds, 12d8 electricity, Reflex save DC 25 half.

The Recover Breath feat allows Khurystas to reduce the number of rounds it takes to recover his breath weapon by 1 (minimum 1 round).

The Shape Breath feat allows Khurystas to breathe a cone of lightning instead of a line. When he uses this feat, it takes the dragon +1 round to recover his breath weapon.

Create/Destroy Water (Su) As the *create water* spell, but can also be used to destroy water; 3/day; DC 25; CL 5th.

Crush (Ex) This special attack allows Khurystas to land on opponents as a standard action if he is flying or jumping, using his whole body to crush them. Crush attacks are effective only against Small or smaller opponents (though he can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under Khurystas's body. Creatures in the affected area must succeed on a DC 25 Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless Khurystas moves off them. If Khurystas chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. Khurystas's crush attack deals 2d8+12 points of damage.

Frightful Presence (Su) Khurystas can inspire terror by charging or attacking. Affected creatures must succeed on a DC 25 Will save or become shaken, remaining in that condition as long as they remain within 180 feet of the dragon. A creature that successfully saves against the frightful presence cannot be affected by Khurystas's frightful presence for 24 hours.

Keen Senses (Ex) Khurystas can see four times as well as a human in low-light conditions and twice as well in normal light.

Sound Imitation (Ex) Khurystas can mimic any voice or sound he has heard, anytime he likes. Listeners must succeed on a DC 25 Will save to detect the ruse.

THE CURSE OF THE DRAGON'S EYE

In this penultimate encounter, the PCs' proximity to the power source of the *Dragon's Eye* takes their dragonmarks to near-full power. Throughout this encounter, each character with a mark from the Temple of Kha'shazul gains fast healing 5 and improved evasion (*PH* 51).

TACTICS

Khurystas takes a round to cast *mirror image* on himself as he approaches. He then applies Shape Breath to his breath weapon and blasts the party with a cone of electricity, hoping to catch as many characters in the area as possible. As he waits for his breath weapon to recover, Khurystas uses Flyby Attack and Awesome Blow in an attempt to knock PCs off the platform and down to the ground 200 feet below (20d6 points of falling damage). Alternatively, he hovers out of reach of the party's weapons and makes full attacks against any creatures within range.

After his second lightning attack, Khurystas notes its diminished effect (thanks to the PCs' improved evasion), and switches to melee attacks exclusively. If his attacks hit easily, he uses Power Attack for either –5/+5 or –10/+10.

Khurystas is committed to Vol's service and confident in his abilities. He fights to the death.

CONCLUSION

The defeat of Khurystas happens at the exact moment of the lunar conjunction.

When Khurystas is killed, read:

> *Even as the great dragon falls, you notice a sudden shift in the light. Overhead, the three moons have come into alignment. Three concentric circles resemble a massive eye in the heavens, seemingly gazing down at the observatory.*

SPAWN OF KHURYSTAS

Encounter Level 10

SETUP

Give the PCs 3 rounds of activity following the death of the dragon, reminding them that their fast healing is still in effect.

In the aftermath of battle, read:

> *The dragon lies dead. The Bringers of Fire and the Stormwalkers at the base of the tower are beginning to disperse, and you guess that they must have seen the beast fall. At their backs, the White Wanderers stand victorious.*

After 3 rounds, place the bluespawn godslayer on the main platform in preparation for this final battle.

BLUESPAWN GODSLAYER CR 10

Monster Manual IV 140
hp 138 (12 HD); **DR** 10/chaotic

LE Huge monstrous humanoid (dragonblood)
Init –2; **Senses** darkvision 60 ft.; Listen +2, Spot +3
Languages Draconic

AC 23, touch 6, flat-footed 23
Immune electricity, paralysis, *sleep*
SR 20
Fort +11, **Ref** +6, **Will** +8

Speed 30 ft. (6 squares)
Melee *+2 bastard sword* +23/+18/+13 (3d8+12/17–20 plus 2d6 electricity) and bite +15 (2d6+5 plus 2d6 electricity)
Space 15 ft.; **Reach** 15 ft.
Base Atk +12; **Grp** +30
Atk Options Awesome Blow, Improved Bull Rush, Power Attack, dragon slayer, outsider slayer

Abilities Str 30, Dex 6, Con 25, Int 8, Wis 11, Cha 10
Feats Awesome Blow, Improved Bull Rush, Improved Critical (bastard sword), Power Attack, Weapon Focus (bastard sword)
Skills Climb +15, Jump +15, Listen +2, Spot +3
Possessions *+2 bastard sword,* dragon skull shield

Dragon Slayer (Su) A bluespawn godslayer deals an extra 2d6 points of damage when it hits a dragon or dragonblood creature.
Outsider Slayer (Su) A bluespawn godslayer deals an extra 2d6 points of damage when it hits an outsider.

As the bluespawn godslayer appears, read:

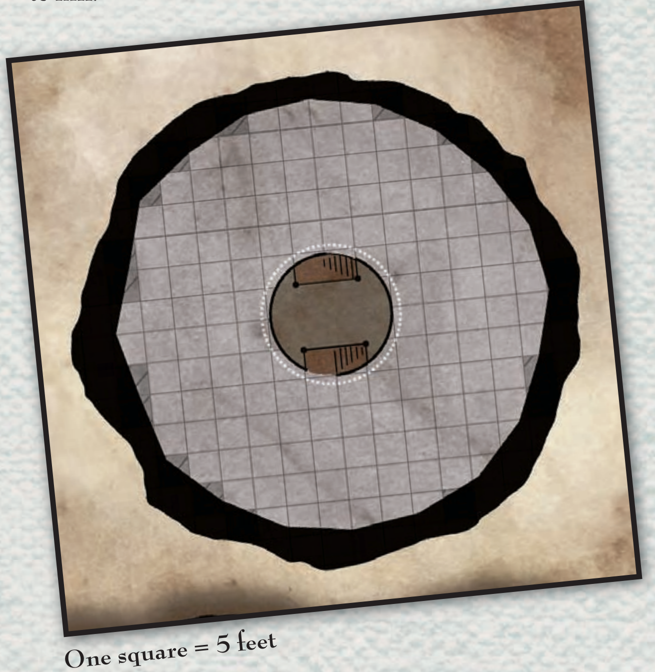
> *A sudden rumble shakes the tower. The crystalline orb atop the high platform surges with a pulse of light, then darkens to near blackness before exploding. Blinding shards and tendrils of energy streak past you, and a massive shape stands where the orb floated a moment before. Standing upright on two massive legs, the enormous blue-scaled creature resembles a 20-foot humanoid with a blue dragon's head. It hefts a huge sword in one hand, the other carrying what looks like a dragon's skull as a shield. Lightning sparks around the creature as it fixes you with a baleful glare.*

THE CURSE OF THE DRAGON'S EYE

The surge of power that activated the *Dragon's Eye* power source finally expends the latent energy of the artifact. Once the power source detonates, the fast healing and evasion abilities previously granted to the party fade away.

TACTICS

The godslayer moves to the closest PC, then uses Awesome Blow to knock that character prone 10 feet away. This puts PCs within reach of an attack of opportunity when they stand. The godslayer is the sum of all the destructive power of the *Dragon's Eye* brought to life, and it knows only how to kill.



One square = 5 feet

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